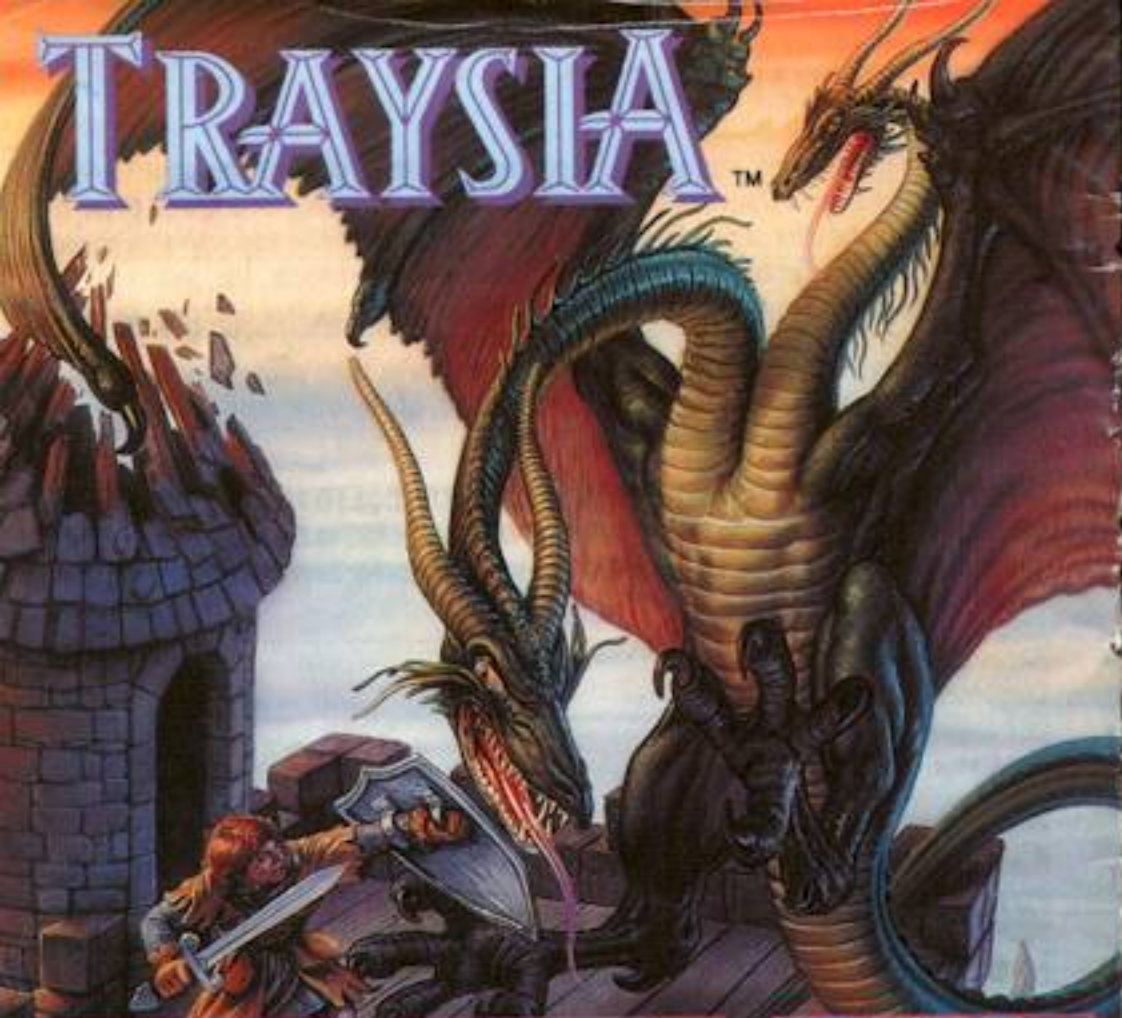


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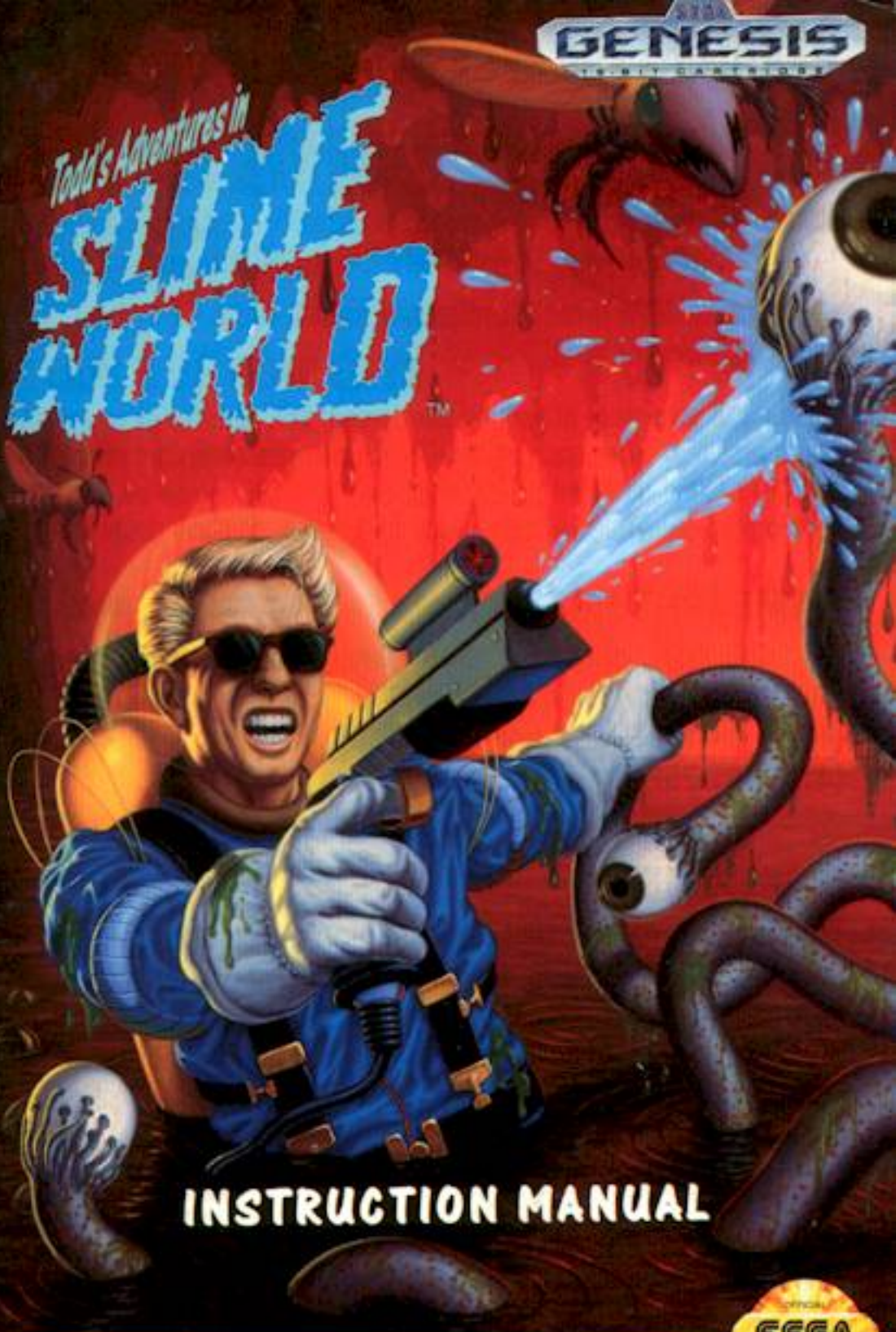


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Todd's Adventures in SLIME WORLD™



INSTRUCTION MANUAL



RENOVATION™ PRODUCTS

HANDLING THE SEGA GENESIS CARTRIDGE

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

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.

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GET READY FOR THE SLIME OF YOUR LIFE

Renovation Products thanks you for purchasing this Todd's Adventures in SLIME WORLD game cartridge for the Sega Genesis System. Please read this instruction manual carefully to ensure proper handling of your game.

TABLE OF CONTENTS

Starting Up your System.....	4
Get ready for the "slime" of your life.....	5-6
Mission Embarkment.....	7
Navigation Techniques.....	8
Slime Planet Composition.....	9-13
Adventures in Slime World.....	14-15
Limited Warranty.....	19

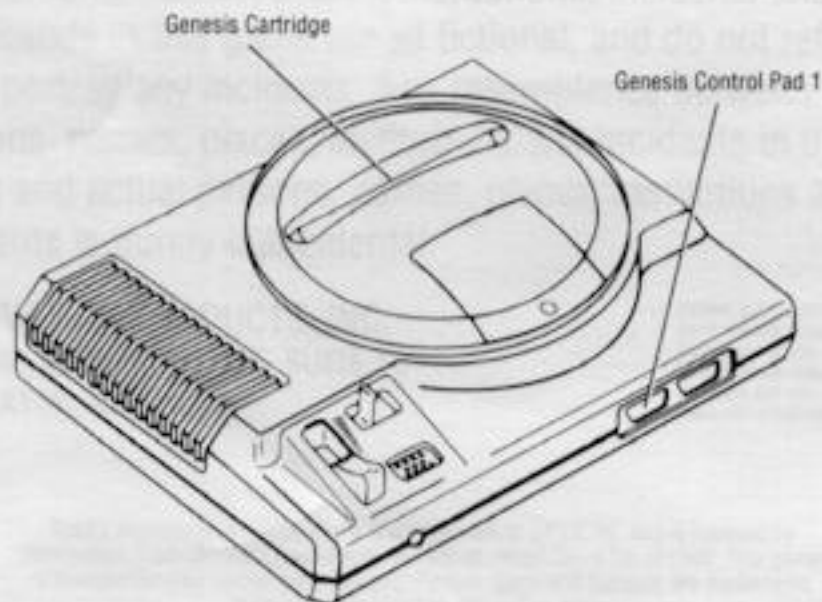
"We'll get out of this cubicle," Todd yelled.
"Things has happened almost on a daily basis. The
space exploration has been following as the planet Earth
became more and more learning to the human intellect.
Seeing earthy incidents was old hat, everyone had had
enough of the Grand Canyon and the Great Wall of China.
As Todd pulled the lever, the door opened and he stepped
with the slippers on his feet and the slippers on his feet.
"Man, I hate this," Todd grumbled. "I can't get down the
hall, which I open up. I can't get down the hall.
Why do they put this door?
"Read it, read it I'm in suspense," Todd.



STARTING UP YOUR SYSTEM

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the SLIME WORLD cartridge into the console, *with the label facing towards you* and press it down firmly.
3. Turn the power switch ON. In a few moments, the SEGA screen appears.
4. Press Start when the Title screen appears.

Important: If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing toward you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.



GET READY FOR THE "SLIME" OF YOUR LIFE

Space exploration has become a means for recreation. Couples have spent their weekends finding new planets. From out of the woodworks come reports of strange new worlds in wild new solar systems. The furthest reaches of the galaxy are now so familiar, and every day space seems a less foreign place. Until that fateful day when documents arrived in Todd's office.

Todd was getting antsy sitting behind a desk. He had been without a mission for almost six hours when his counterpart Rooney came rushing in with a manila folder. Sweat was flowing off Rooney's cheeks and his eyeballs were practically sprinting from his skull.

"Todd! Todd! Todd!"

"Calm down," Todd replied. "What is it? What's that in your hand?"

"It's orders, I think, Todd. Hurry! Open it up."

"OK, OK. I'm just as excited as you are. Before I open this, put your eyeballs back in your head. Who knows, maybe we'll get out of this cubicle," Todd replied.

Things like this happened almost on a daily basis. The space exploration business was thriving as the planet Earth became more and more boring to the human intellect. Seeing earthly locations was old-hat... everyone had had enough of the Grand Canyon and the Great Wall of China. As Todd pulled the envelope open his hands got covered with the clear glue-stick indigenous to manila folders.

"Man, I hate this slime! Orders always come right down the hall, which I open immediately so I can get off my rear. Why do they put this goopy stuff all over it?"

"Read it, read it! I'm in suspense, Todd."



GET READY FOR THE "SLIME" OF YOUR LIFE

"Alright. It says: The displacement equipment established on Beta Delta in the Gamma Mu Eta system has had signs of life forms on a newly discovered blue-green planet nearby. The planet is un-explored, but it is made up of some unknown semi liquid material. We are to report immediately to Beta Delta with our life-support suits.

"Can you believe it? Beta Delta! Gamma Mu Eta. Those places are soooo far away... we'll be gone for generations!" Todd announced gleefully.

"Whooppeeee!!!" Rooney exclaimed!

Todd grabbed his key and a stick of chewing gum, then shut out the light. He knocked down one side of his cubicle as he raced behind Rooney. He turned around quickly to see a chain reaction of cubicles falling and people moaning.

"Man , I love this job!"

Little did Todd and Rooney realize that the Slime World already claimed some victims. The globs of green, blue and red slime gurgle around now, expecting new victims who hope to colonize its seemingly docile surface. But the planet awaits their arrival to challenge their survival.



MISSION EMBARKMENT



After the Sega title display comes up, the SLIME WORLD title screen will be displayed.

Choose a one or two player game by moving the D (Directional) Pad up or down and then press the Start button.

You can turn the music off only at this point. To start the game, choose one of the six adventures in SLIME WORLD. To restart from a point reached earlier, go to RESTART and enter the 6 digit code given in the PAUSE mode at the point you stopped.



NAVIGATION TECHNIQUES

The objective in SLIME WORLD is to help Todd survive the twisted-tangled maze of tunnels and find the exit to the rescue ship.

Start Button

Pauses game and gives restart code for that point.

D (Directional) Pad

Press to move Todd or his counterpart in 8 different directions.

A Button

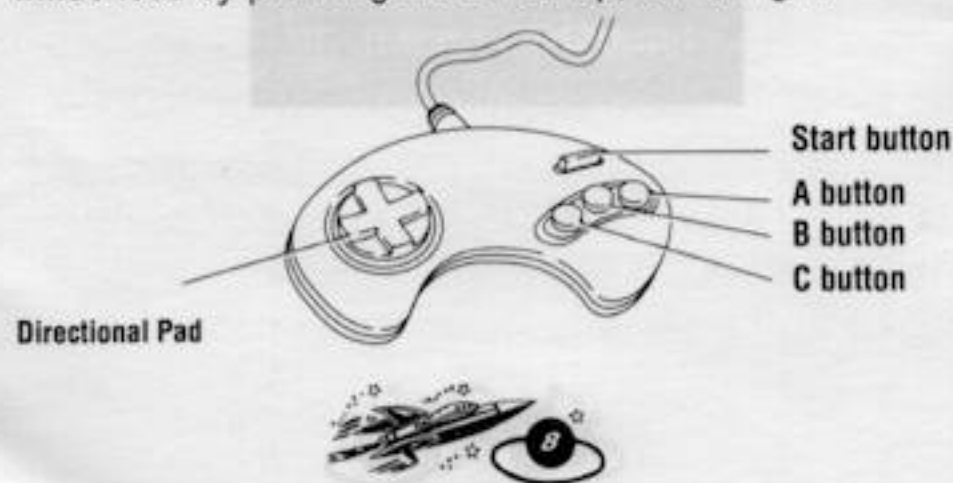
Selects and uses a tool from the tool menu
To select a tool, hold A Button down and move D Pad left or right. The tool to be used will flash.
To use that tool, while still holding down the A Button, press up on the D Pad.

B Button

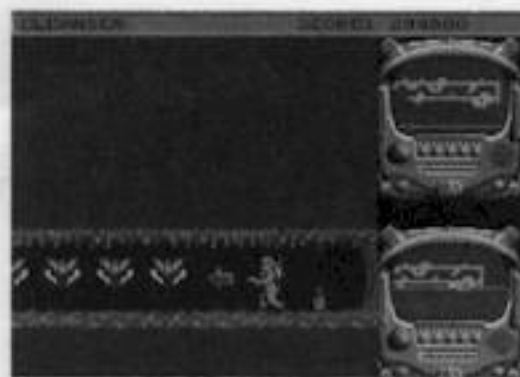
Shoots the pressurized water gun, which has unlimited supply. Gun can be powered up for a short time.
Hold B Button down and move the D Pad up and down to shoot at a different angle. While Todd is jumping, he can fire the water gun downward, and if he's climbing a wall he can fire backward in one direction.

C Button

Makes our hero jump. The direction he jumps can be influenced by pressing the D Pad up, left or right.



SLIME PLANET COMPOSITION



Computer map.

A "You Are Here" look at the Slime World. The map is filled in as new areas are explored. In two-player mode, each player's view is centered on his or her location. The red radar line

scans vertically to keep the map up to date on each player's location.

Tool in use: Tool currently being used is displayed in the upper left corner of the screen.

Current score: Game score at hand.

Green arrows: Advancement to next stage in maze.

Exit: Jump up into it to exit Slime World.

Water pool: Take Todd into the pool and he'll wash off slime that has accumulated. Also protects him from some slime creatures.

Slime pool: Obstacles where Todd may accumulate slime after extended exposure. Also appears as a slime waterfall.

Ground composition:

Normal slime (green): Todd can walk, jump or climb on it even though he gets slightly stuck in it..

Rubber slime (red): Todd can walk and climb on it, but if he lands on it from a jump or a fall, he'll bounce until he lands on a different surface.

Slippery slime (blue): Walk or land on it and Todd starts sliding. He can't climb on it.

Sticky slime (brown): Slows Todd down, and he can't jump from it.



SLIME PLANET COMPOSITION

Other hazards or artifacts:

Door: Defines a room -- Todd can walk through it.

Secret Door: Works like a door, but Todd moves vertically through it. It looks like normal ground, but Todd may fall through one or jump up through it.

Super secret door: Like normal slime, but if Todd shoots, it vanishes, creating a permanent opening.

Moving slime: Looks like normal slime but is in constant motion. It kills Todd if he gets in its' way.

Slime gem: Worth points and cleans Todd up somewhat.

Super slime gem: Worth lots of points, cleans Todd up, charges his gun and starts a slime shield to protect him (invincibility for a limited time). Don't get hit by the red droplets if Todd happens to shoot one apart!

Mushroom: Adds a minute to the time before Slime World melts in Suspense Adventure. (see Adventures, page 14)

Energy Drain: An 'X' shaped sparkle. This takes all of Todd's tools.

Health gauge: This is measured by how green Todd is from slime exposure. The greener he is, the weaker and slower he moves. If Todd gets too green he dies, loses all possessions and he is sent back to last Green Arrow restart point passed.

There are locations (such as pools of water) that restore Todd's health.

Tools/Powerups: Pick these up by standing directly over it and bend down (press D pad down). Todd can have one tool of each kind, and can be used only while standing.

Mega Bomb: Wipes out EVERYTHING in the current room. This has a timer, so Todd can get away before the blast.



SLIME PLANET COMPOSITION

Slime Bait: Attracts and kills many of the slime creatures.

Gun Slime: Acts instantly when picked up. Todd's gun will shoot slime for a while. Appears in competitive adventures (see pg. 15)

Cleanser: Turns a slime pool into water.

Slime shield: Protects Todd from green slime for a while after cleansing him.

Jet Pack: Lets Todd fly until turned off. Todd cannot fire the gun while flying.

Gun power-up: Acts instantly when picked up. Gun will shoot triple for awhile.

Slime creatures/monsters:

SNAPJAW: Sits embedded in slime, with its mouth open waiting to eat Todd. Shoot it several times to kill it.



Hidden SNAPJAW: Lurks below ground, out of sight, waiting to engulf Todd if he walks over it. Todd can jump over that spot without being eaten. If another player walks over it, Todd may shoot (and kill) it while it is above ground. Slime Bait can be used to lure it above ground.

OCTOSPID: Jumps up and down in a room. It can be killed with one shot. Travels in packs, and moves quite fast.



RED EYE: Hovers in one place until Todd gets too close, then it follows him. It is very deadly if he touches it. It can be killed with one shot, but explodes into deadly red slime drops.



SLIME PLANET COMPOSITION

MAGGOTS: Easy to kill, but there are lots of them and they just keep on coming. Unless they're mega-bombed...



DROOLS: Hovers above Todd, dripping slime on his head. Takes a random number of shots to kill.



FLYHEAD: Moves up and down, easy to kill.



GROACH: Moves left and right, easy to kill.

SPITTER: Pops up out of the ground slime and spits slime drops. It can't be killed, but it can be stunned.



TAPEWORM: This is a squirmy worm that comes out of the ceiling. Only its head hurts Todd. If shot in the head, it is stunned for a while and retracts into the slime.



SCAB: This hangs on the back wall, dripping slime. It can't be killed.

BLOOD-FLY: A close relative of the FLYHEAD. Explodes into red slime when shot.



SLIME PLANET COMPOSITION

ZIT: Expands when Todd gets too close and explodes into a shower of slime when it gets large enough. Walk away and it shrinks back down. When it is beyond half its full size, Todd can shoot it, destroying it without getting hit by ZIT residue.



MILDEW: This grows to a maximum size. Shoot it and it will shrink. It can be killed by shrinking it into nothingness.



HEADSUCKER: This meanie bounces around until Todd gets close enough, then it attaches itself to his head. It doesn't actually hurt him, but it will prevent him from bending over to pick anything up. It takes a random number of shots to kill, but if it's on Todd's head wash it off in the water.



BLOB: Turns right when it hits a wall (or floor or ceiling).



CYCLOPS: Each of its outside parts must be eliminated. Each part takes a random number of shots to destroy. When all 4 are gone, the central eye starts emitting huge amounts of slime. Have a slime shield ready. It will open up a secret door beneath it.

SLIME GEYSER: Totally invisible, it spits slime out of the ground at regular intervals.

BLOOD-GROACH: A relative of the groach, it is red and explodes in red slime when killed. It moves a little faster than the normal groach.



GAME SCORING

Here is a table for the points given for melting slime creatures with the water weapon, and also for finding tools and slime gems.

<u>Slime Creature</u>	<u>Pts. Received</u>
Maggot	300
Mildew	1,200
Groach	3,900
Flyhead	4,700
Scab (mega bomb required)	4,800
Blob	4,900
Drools	5,900
Octospid	7,800
Hidden Snapjaw	8,400
Headsucker	8,700
Spitter	8,800
Red Eye	9,700
Tapeworm (mega bomb required)	9,900
Bloodfly	9,900

<u>Tool or Gem</u>	<u>Pts. Received</u>
Tools, any	5,000
Slime Gem	10,000
Super Slime Gem	*100,000



ADVENTURES IN SLIME WORLD

The goals of SLIME WORLD vary from adventure to adventure, and are indicated at the beginning of the game. Each adventure has its own unique world map.

One-player adventures

Adventure #1: Easy

This is a straight forward, get to the end adventure. The monsters are very easy, and there are lots of power-ups. There are many hidden rooms as well.

Adventure #2: Logic

A logical challenge: The water gun does not work, so Todd can't just blaze his way through. It is a series of puzzle-like situations that must be solved. If Todd dies, the whole world gets restored.

Adventure #3: Exploration

The ship was destroyed while in orbit around the Slime Planet, and Todd must find his way out of the maze to safety and the rescue ship.

Adventure #4: Suspense

Slime World is about to melt, but Todd is forced to land for repairs. The only thing that will stabilize the Slime Planet is to harvest mushrooms. Each mushroom found keeps Slime World from melting for another minute, up to a maximum of five minutes.

Adventure #5: Action

This ship was destroyed over the worst part of Slime World. Find the exit and the rescue ship!

Adventure #6: Arcade

This is the toughest adventure. Similiar to the Action level in which Todd must find the exit to the maze, but there are no restarts. If Todd dies, he must start over. It is a short maze, but tough nevertheless.



ADVENTURES IN SLIME WORLD

NOTES

Two-player Adventures:

Adventure #1: Easy (cooperative)

Same as the one-player adventure, with both Todd and Rooney working together.

Adventure #2: Combat (competitive)

This level is complete carnage. Both players start out with 5 lives and the one left standing at the end wins. There is no score. Life is the reward...

Adventure #3: Exploration (cooperative)

Same as the one-player adventure, with both Todd and Rooney working together.

Adventure #4: Suspense (cooperative)

Both Todd and Rooney try to gather mushrooms to keep Slime World from melting.

Adventure #5: Action (competitive)

Only one can win, so get to the exit quickly!

Adventure #6: Arcade (cooperative)

Get as far as you can with no restarts.



NOTES

ADVENTURES IN SLIME WORLD

Same as the one-player adventure, with both Todd and Founay working together.

Adventure #2: Combat (competitive)

5 lives and the one left standing at the end wins. There is no score. Life is the reward.

Adventure #3: Exploration (cooperative)

Proper working together

Adventure #4: Suspense (cooperative)

Both Todd and Founay try to gather mushrooms to keep

Adventure #5: Action (competitive)

Only one can win, so get to the exit quickly!

Adventure #6: Arcade (cooperative)

Get as far as you can with no resists.



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Los Gatos, CA 95030

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