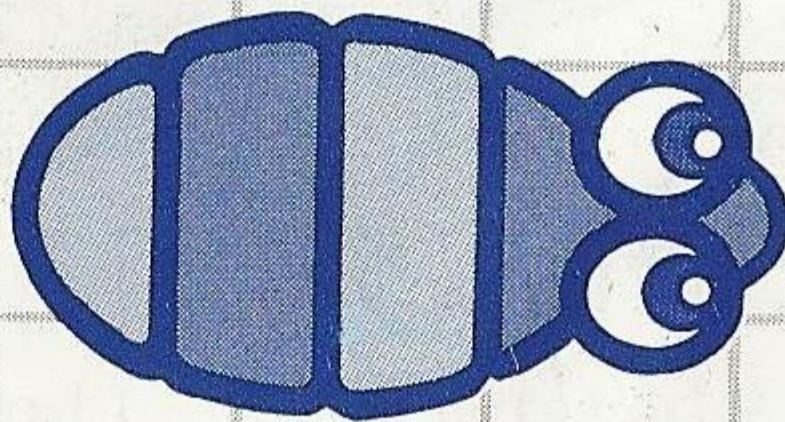
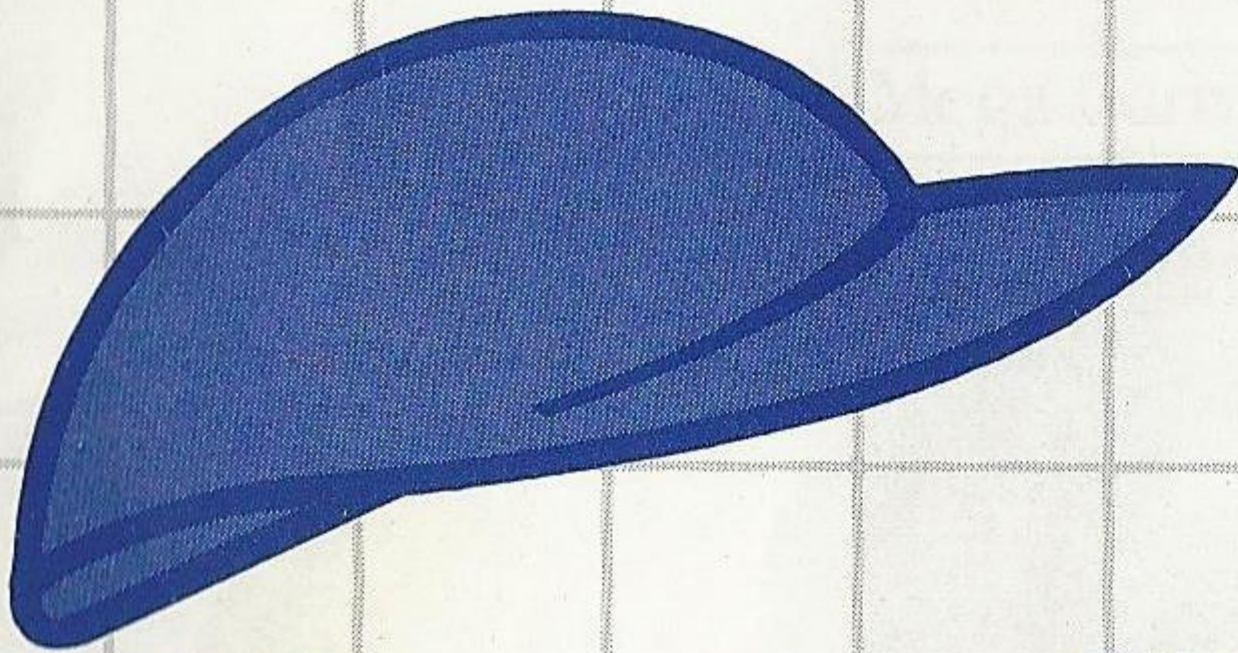


# Teddy Boy™

It's a video dream. Or nightmare. Depending on how well you're doing.



**SEGA®**





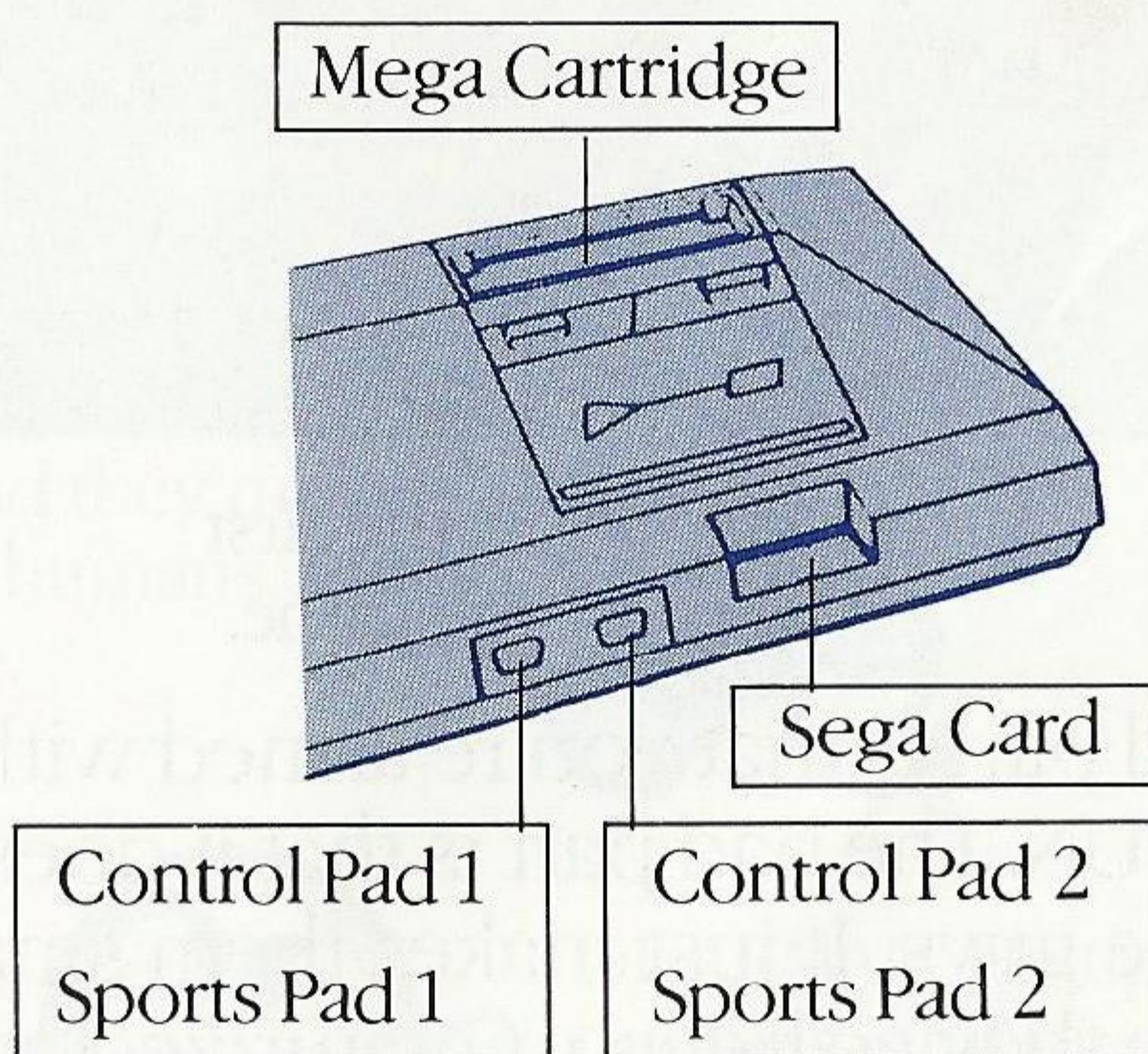


# Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the TEDDY BOY CARD as described in your SEGA SYSTEM™ manual.
3. Turn the power switch ON. If nothing appears on screen, recheck insertion.

**IMPORTANT:** Always make sure the power base is turned OFF when inserting or removing your Sega Card/Cartridge.

For 1 player: Push button 1.  
For 2 players: Push button 2.

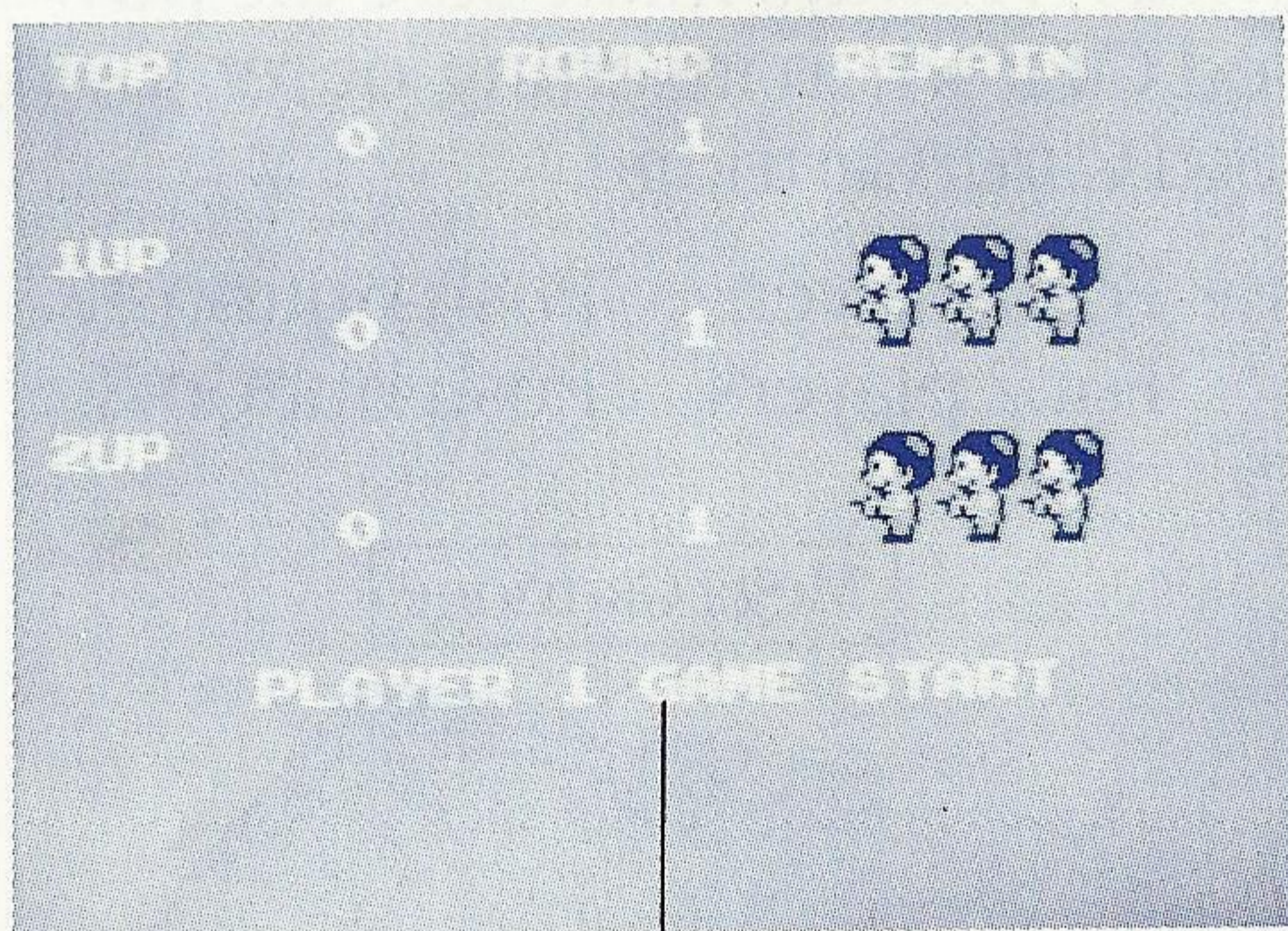




## What's Happening

If it seems like a bunch of creepy monsters are trying to play tricks on you, it's because they are.

There's seven different species of these guys. And they've got you trapped in this mysterious maze that looks like it goes on forever. But once you scroll up and down, you'll quickly see that it's all an illusion.



Player 1 is the first  
to start the game.

The good part is that you're armed with a special MICROGUN. The bad part is that it doesn't really stop these guys. It just makes them smaller. And once they've been miniaturized, you've got to make bodily contact with them to get rid of them for good.



# Who's Who

You're TEDDY BOY. The normal-looking guy in the blue shirt. And everyone else — or should we say *everything* else — is out to get you.

There's seven monsters in all. They live in the dice. The dots on the dice tell you how many monsters are inside it. And the dice disappears when all the monsters come out of it.

Each monster becomes miniaturized when you hit it with your MICROGUN. It's then that you can destroy it by contacting it. But if you wait too long, it'll turn into an EYEBALL BUG which will take bites out of the timer.

Here's who's who in the world of TEDDY BOY monsters:

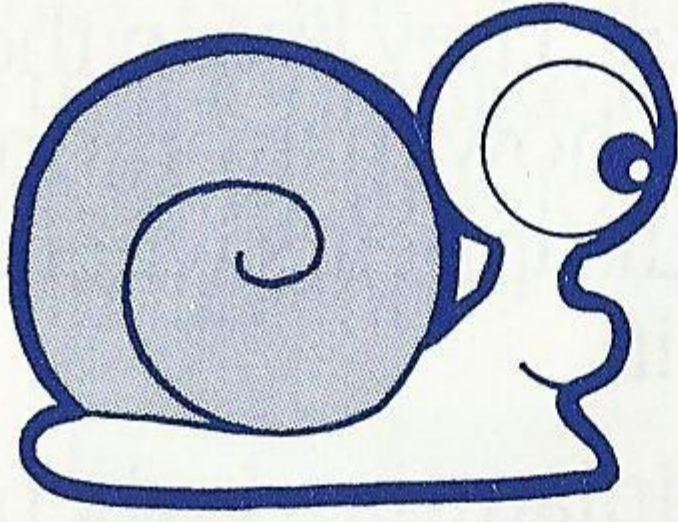
**BLUE MASKED MONSTERS.** They look kind of like humans. And they move kind of like humans. But they're not.



**DHARMAN.** He tips. He tumbles. And tries to trap you as he flies through the air.

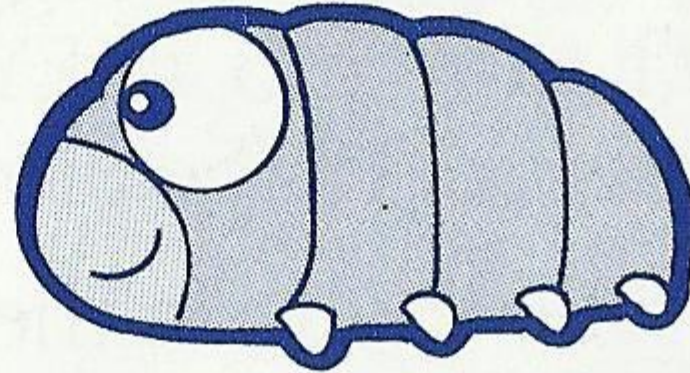


OSHISHI. He's a distant cousin to that King of the Jungle, the lion. And he acts like it too.



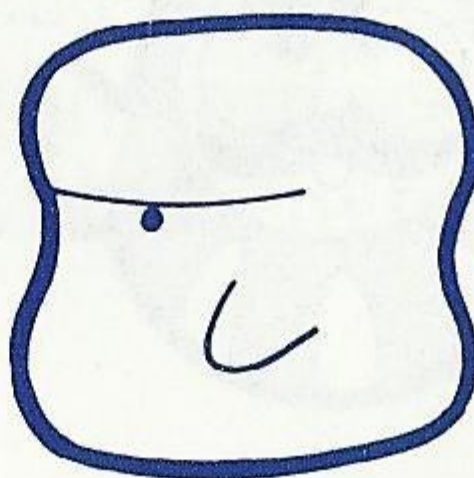
DENDEN. Protected by its snail-like shell, the DENDEN pulls in its head when hit.

IMORIN. It creeps. And crawls. And appears oh, so innocent. Until it falls on you.



PYON. Like a flea, the PYON moves so fast you have to be sharp to see it. And even sharper to hit it.

SLOW MOVER. He may be slow. But he's persistent. It takes at least eight shots to destroy this lethargic lug.

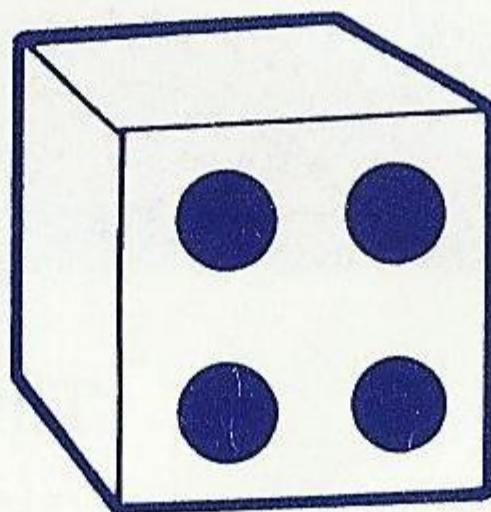




# What's What

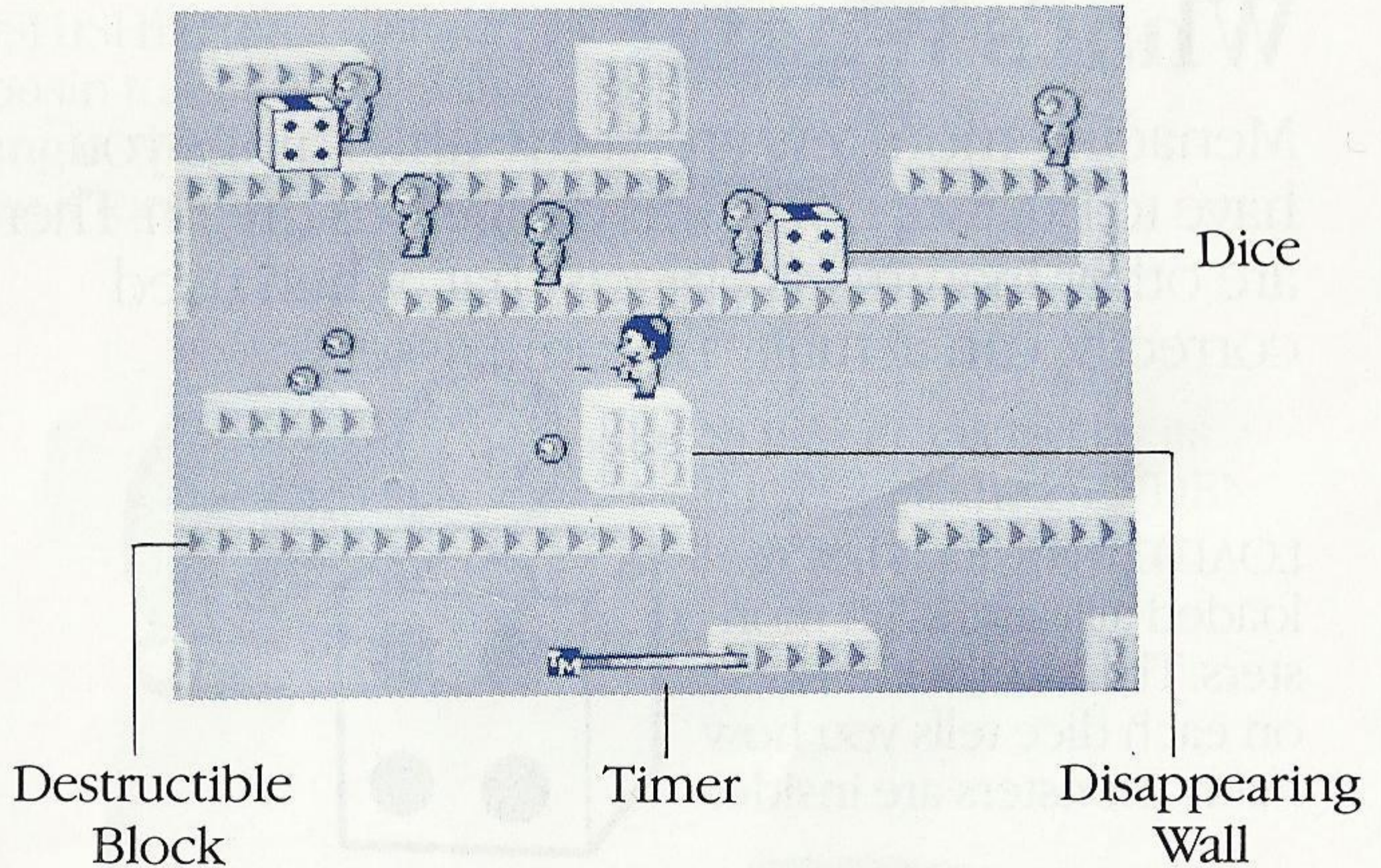
Menacing monsters aren't the only things you have to be aware of in this dangerous dream. There are other inanimate objects that, when used correctly, can actually become assets.

**LOADED DICE**—They're loaded all right. With monsters. The number of dots on each dice tells you how many monsters are inside.



**EYEBALL BUGS**—This is what happens to monsters you've shot, but not contacted. They turn to **EYEBALL BUGS** and munch on your timer.





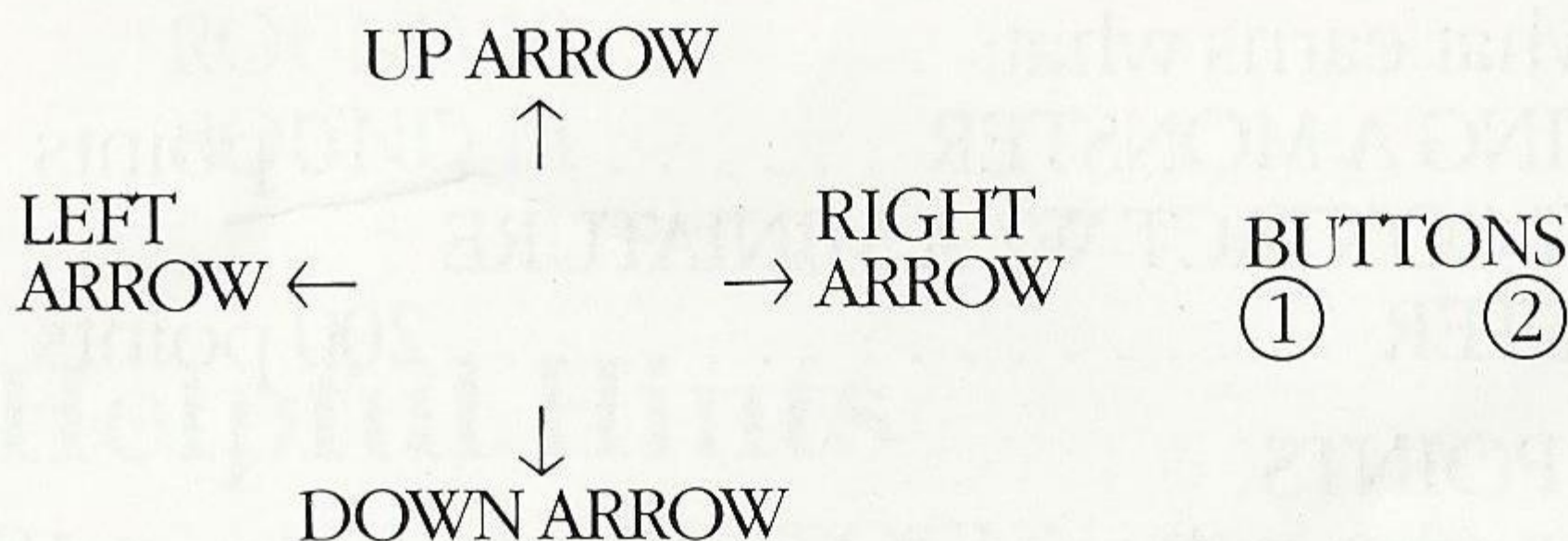
**DESTRUCTIBLE BLOCKS** — These blocks can be removed by shooting at them. But, they make good blocks against persistent monsters. So destroy them with caution.

**DISAPPEARING WALLS** — If you stay in one place too long, these walls will disintegrate — leaving you vulnerable to attacking monsters. But if you plan your strategy carefully, you can use them to your advantage.



# Taking Control

This section explains how to use the control pads.



TO GO RIGHT — push the RIGHT ARROW

TO GO LEFT — push the LEFT ARROW

TO SLOW DOWN FALLING SPEED — push the UP ARROW

TO INCREASE FALLING SPEED — push the DOWN ARROW

TO JUMP — press BUTTON 1

TO SHOOT — press BUTTON 2

## Oops. Try Again

At the beginning of each game you get three lives. When you lose all of them, the game is over.

You can lose a life by coming in contact with a full-sized monster. Or by running out of time. So be sure to keep an eye on the timer.

You receive an additional life at 100,000 and 400,000 points.



# Know The Score

The points you earn for shooting or contacting monsters are added together to produce your final score.

Here's what earns what:

SHOOTING A MONSTER . . . . .	10 points
MAKING CONTACT W/ A MINIATURE MONSTER . . . . .	200 points

## BONUS POINTS

When you shoot dice, you may uncover a special surprise. Special surprises are worth these extra points:

CIGARETTES . . . . .	400 POINTS
CIGARETTES 2X IN A ROW . . . . .	1,000 POINTS
BEER . . . . .	800 POINTS
BEER 2X IN A ROW . . . . .	2,000 POINTS
RED SNEAKERS . . . . .	1,000 POINTS
RED SNEAKERS 2X IN A ROW . . . . .	5,000 POINTS
BLUE SNEAKERS . . . . .	2,000 POINTS
BLUE SNEAKERS 2X IN A ROW . . . . .	10,000 POINTS
TOY BEAR . . . . .	5,000 POINTS
TOY BEAR 2X IN A ROW . . . . .	20,000 POINTS
TOY MONSTER . . . . .	10,000 POINTS
TOY MONSTER 2X IN A ROW . . . . .	50,000 POINTS



## BONUS GAMES

You'll get a BONUS GAME after clearing these rounds:

ROUND 2

ROUND 6

ROUND 10

ROUND 14

## Helpful Hints

Remember, your MICROGUN is a very powerful weapon. But it takes skill to use it. Try to anticipate the monsters' movements to make your shots as accurate as possible.

Never jump down on a monster. It's a waste of life — yours.

There's a certain operation you can perform *before* starting the game that will give you three advantageous selections. Use it.



# Scorebook

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					



# Scorebook

Name					
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Name					
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# Handling The Sega Card™ And The Mega Cartridge™

The SEGA CARD and the MEGA CARTRIDGE  
are intended exclusively for the SEGA SYSTEM.

— For Proper Usage —

Don't bend, get wet, disfigure or subject to  
thinners, benzine and violent impact.

Don't expose to direct sunlight or temperature  
source.

Be especially careful not to stick anything on the  
SEGA CARD.

When wet, completely dry before using.

When dirty, carefully wipe only with a soft cloth  
dipped in soapy water.

After use, put it in its CASE.



# 90-Day Limited Warranty

## Sega® Card/Cartridge

To validate the following 90-day limited warranty, your warranty card and sales slip or proof of purchase should be completed and returned to Sega within 10 days after the date of purchase.

### 90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™/Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.

This 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 fast, reliable service, call the Sega Customer Service Department at the following numbers:

Outside California: 800-USA-SEGA

Inside California: 415-742-9300

Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:

Sega of America, Inc.

Warranty Repair

573 Forbes Blvd.

South San Francisco, CA 94080

### 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 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 limitations of 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.



Now, there are no limits.<sup>SM</sup>

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