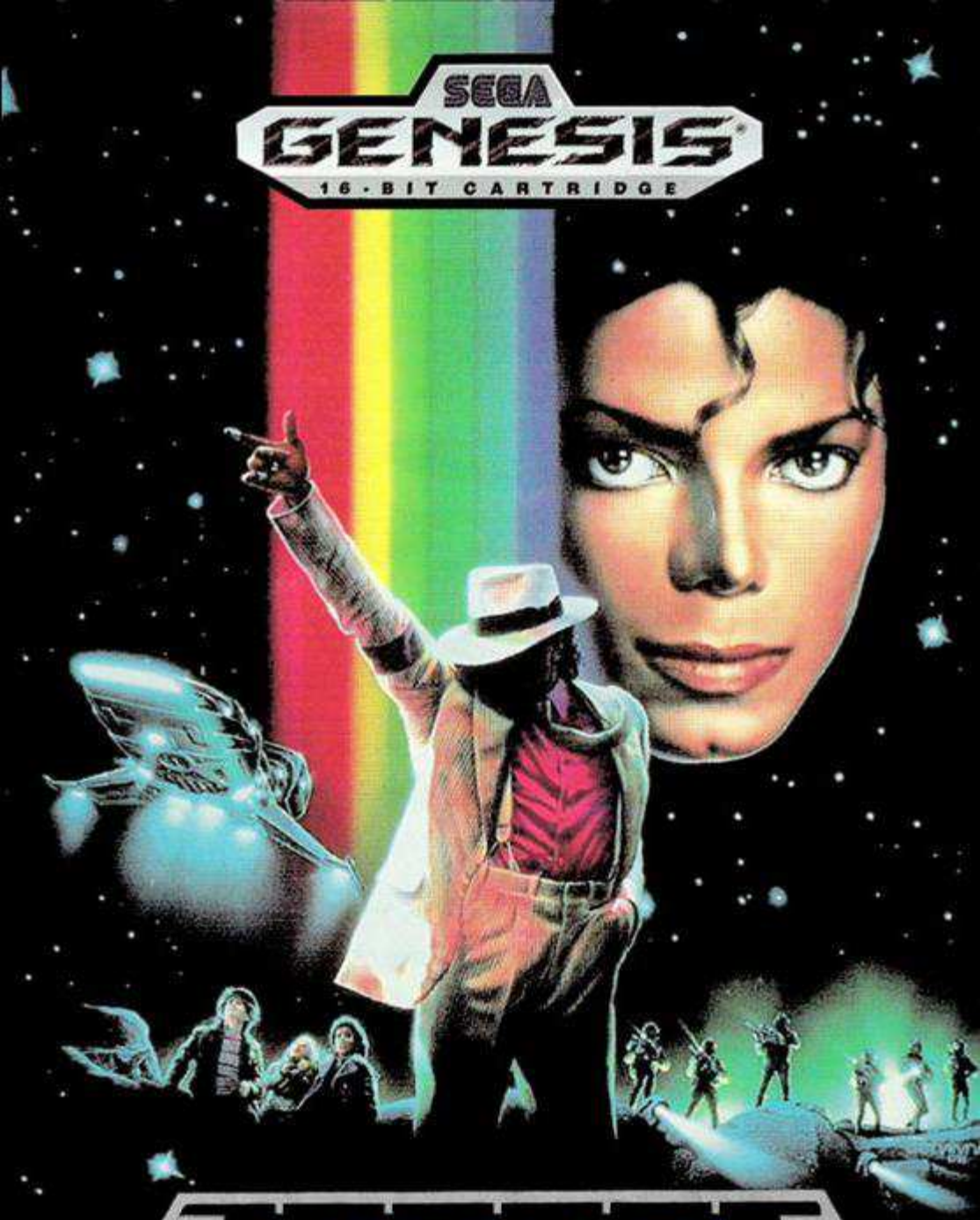
SEGA

GENESIS

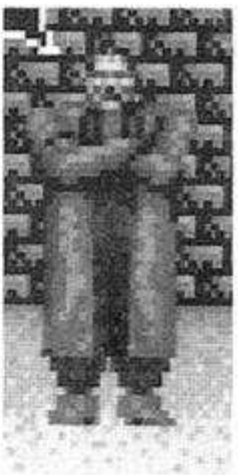
16-BIT CARTRIDGE



MICHAEL JACKSON'S MOONWALKER™

INSTRUCTION MANUAL

Michael Jackson's Moonwalker™



Goodbye, world peace! Mr. Big, the psycho mastermind of crime is wiping out love on our planet! He and his goons are kidnapping every child on Earth. Mr. Big plans to brainwash all these innocent children and turn them into his slaves!

Mr. Big is the ultimate bad guy. And no one knows how to stop him! Until superstar Michael Jackson, alias Moonwalker, the champion of love and peace, takes charge.



Only Michael can rescue the children and demolish Mr. Big and his hoods. To do it, Michael summons his Star Magic, the super power sent to him on a shooting star.

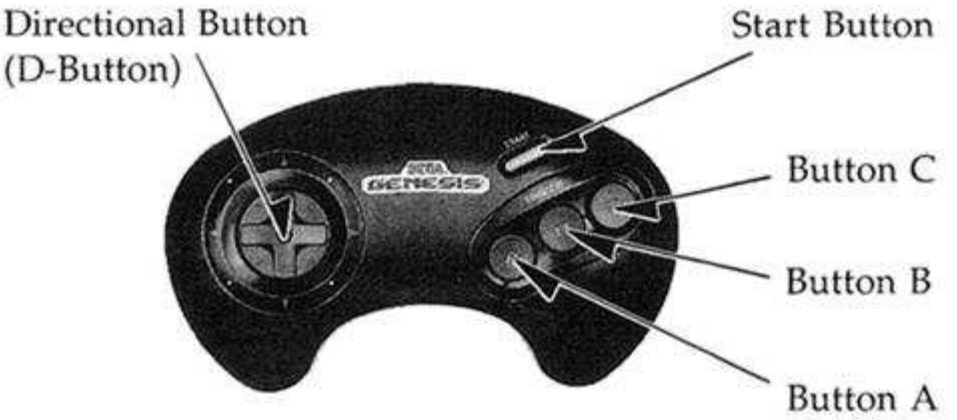
With moves only he can make, Michael spins, leaps, kicks, and dances. He searches everywhere, from the shady-business dens of Club 30 to the tough, rough streets. Gangsters, thugs, and graveyard ghouls leap in his way. In the caverns, poison spiders lurk! But Michael out-magics them all! At last, in the technoid towers of Mr. Big's hideout, Michael faces his greatest challenge and summons his most stupendous powers!

Be Michael, and save our precious planet from falling into the nasty grasp of Mr. Big!

Take Control!

Moonwalker can be played by 1 or 2 players. In 2 Player games, players can share Control Pad 1, or Player 2 can use Control Pad 2. For best game play, learn how to use your Control Pad before you start.

Control Pad Buttons



Directional Button (D-Button)

- Press left or right to move Michael in those directions.
- Press ↖ or ↗ to climb stairs. Press ↙ or ↘ to descend.
- Press up to open doors, windows, and lids; look behind objects; and enter caves.
- Press down to kneel.

Start Button

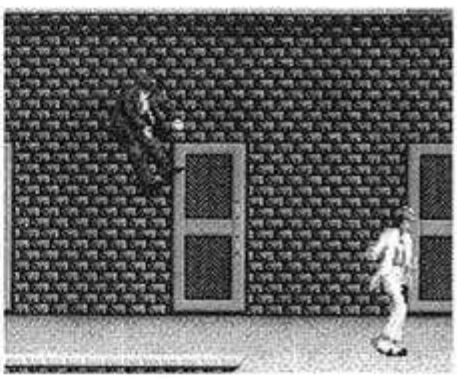
- Press to begin the game.
- Press to pause. Press again to resume play.

Button A

- Press to use Star Magic. Michael starts to spin. The longer you hold down the button, the stronger your Magic will be. Watch your Star Magic bar. When it turns red, Michael won't be able to use Magic.

Michael's Star Magic

Knock them out with the dancing Spin Attack!



Flip them out with the Hat Attack! Hold the button a little longer to watch your hat travel! Press the D-Button left or right quickly to get them on both sides.



Bop 'til they drop with your ultimate Magic, the Dance Attack. Everybody, even Dobermans, must dance. But nobody can outdance Michael. Dancing with a big crowd earns you more points.



Button B

- Press to attack. The color of the Star Magic bar shows how much energy and power Michael has left.

Blue Michael easily knocks out foes with stars that shoot from his fingertips and feet.

Yellow The stars lose distance and Michael's attacks aren't as effective.

Red Michael fights with bare fists and can only connect at short range.

Button C

- Press to jump.

Master Your Moves!

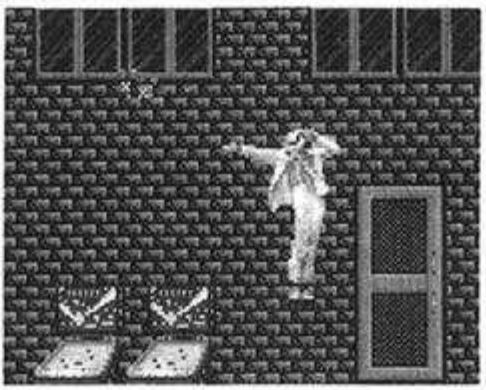
- Moonwalk:
  Press Button B + D-Button left or right.

- Attack enemies above:
  Press Button B + D-Button up.

- Jump down:
  Press D-Button down + Button C.



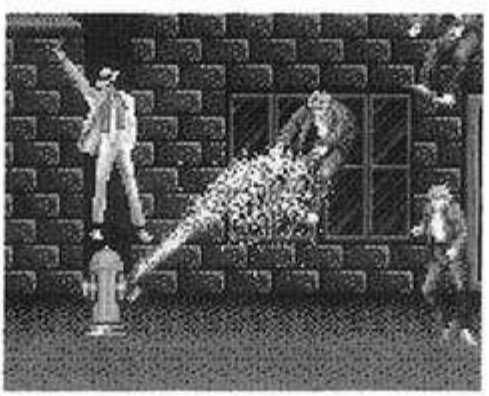
•Punch while jumping:
Press Button C. When in mid-air, press Button B.



•Shove objects by kicking:
Press Button B.



•Spray enemies with water from the fire hydrant.
Leap onto the fire hydrant and press Button A.



Getting Started

When you press Start, the Title screen appears. Then, in a few moments, the demonstration game begins. Watch the 3 demos for hints on how to move through the first 3 rounds, then press Start to begin the game.



The start screen appears. Select 1 Player or 2 Players with the D-Button and then press Start. Or select OPTIONS and press Start to see the Options screen.



Options Screen

On the Options screen, use the D-Button to highlight the item you want.



Level

To change the game level, press the D-Button left or right. You can play an EASY, NORMAL, or HARD game.

Trigger

To change the Control Pad button functions, press the D-Button left or right. You can select from 6 different settings.

Music

To hear the game's music and sound effects, press the D-Button left or right to select. Then press Start.

When you're done, highlight EXIT and press Start.

What Your Screens Show

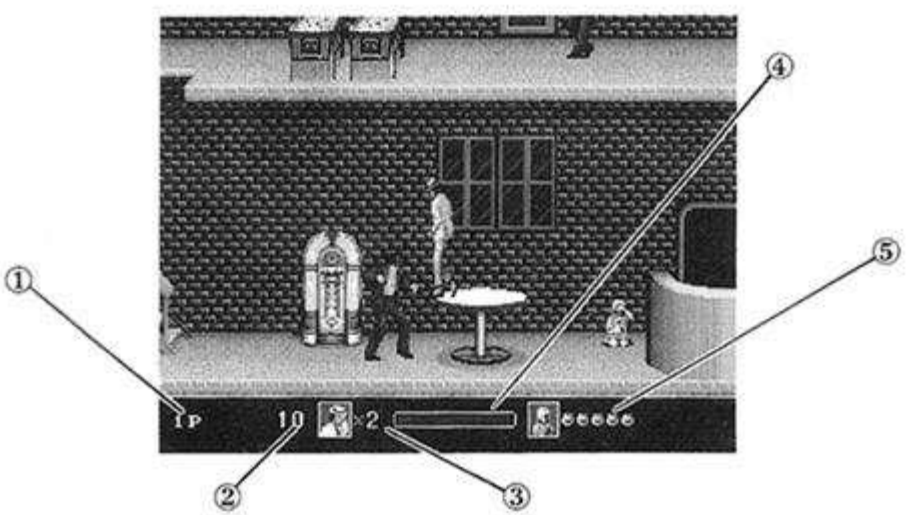
1. Player number

2. Score

3. Number of lives Michael has left.

4. Star Magic bar

5. Number of children still to be found.

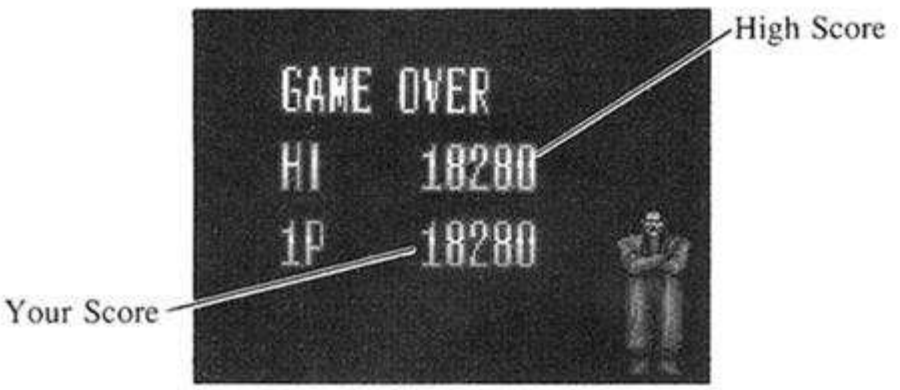


Star Magic

The Star Magic bar shows Michael's power and energy. His Magic decreases whenever he uses it, or is hurt by an enemy. He regains some Magic every time he rescues a child.

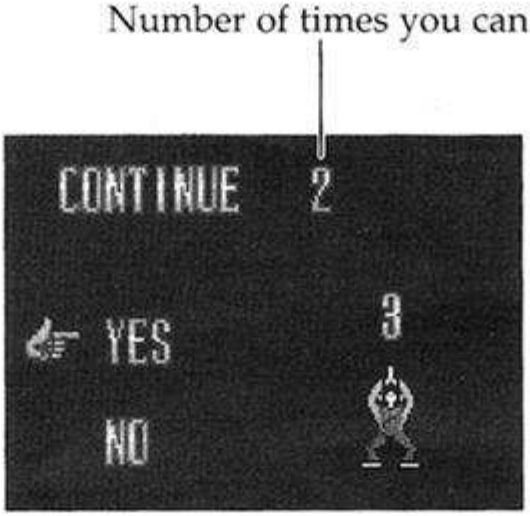
Lives and Game Over

Michael starts each game with 3 lives. When he runs out of Star Magic, he loses a life. But he'll recover as long as he has lives left. If he loses all 3 lives, the game is over and the Game Over screen appears.



To Continue

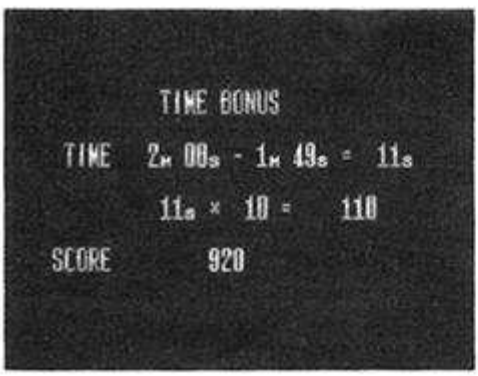
The Continue screen appears after the Game over screen. To continue from the beginning of the round you left off, highlight YES and press Start before Michael's chimp Bubbles counts down to 0. (Select NO and press Start to end the game and return to the Title screen.) Your previous score isn't saved when you continue a game.

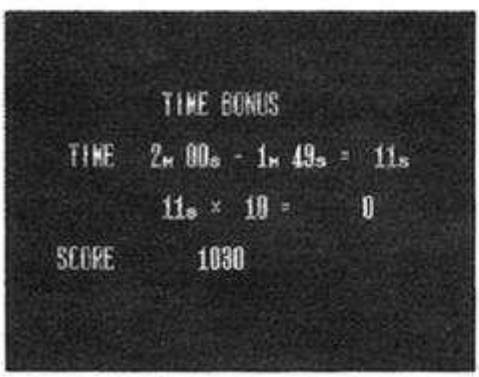


Scoring

You gain points every time you demolish an enemy or rescue a child.

Time Bonus





Clearing a stage within the given time frame earns you a Time Bonus, which is added to your score.

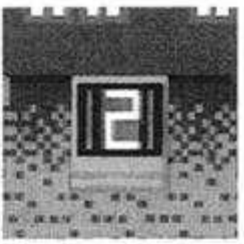
For example, if you clear a 2M (minute) stage in 1M (minute) and 49S (seconds), you earn a Time Bonus of 11S (seconds).

Note: The Time Bonus is based on Game time and not on actual time.

Find the Children!

Michael must rescue all the children that Mr. Big kidnapped. But where are they? Look anywhere – and everywhere! Press the D-Button up to search areas where you think a child might be hidden.

But be careful! If you turn up a time bomb, get away fast. Michael can't outdance an explosion!



Michael's Pal Bubbles

Bubbles appears in every round when all the children are rescued. He helps Michael find Mr. Big by pointing the way. Follow Bubble's directions, then get ready for major mayhem!



Ride Away!

Elevator
Press the D-Button up to get on. Then press it up or down to move in those directions. Release the button to stop.



Ray D8 Pad
Press the D-Button up when Michael hops on. He'll automatically radiate to another floor.

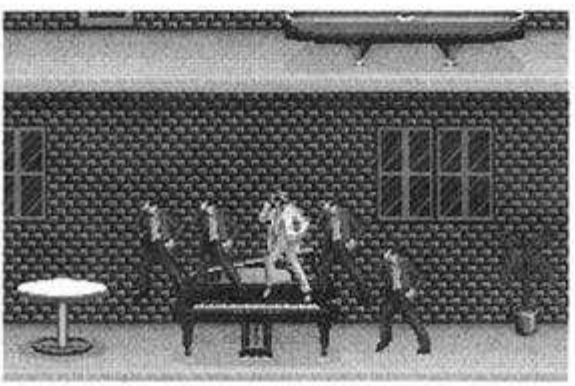


A Wild Whirl of Rounds

Michael creates chaos through 5 rounds, each with 3 different stages. When you clear a stage within the given time frame, you earn Bonus Points (see Scoring).

Round 1: Club 30

Time: 2 Minutes
The mob's up all night, and you're up for a fight. Dazzle those criminals with smooth moves!



Round 2: Street

Time: 3 Minutes
Sweep it clean, and make those Dobermans dance. Then see what's going down in the all-night garage!



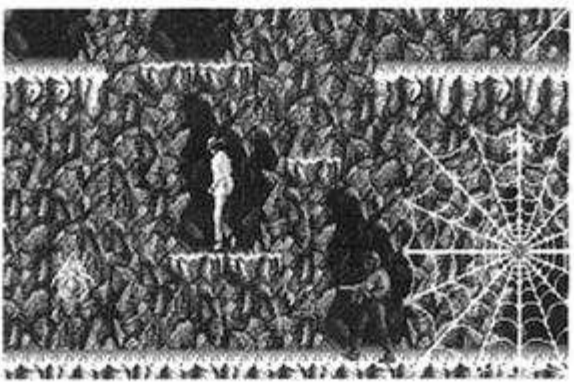
Round 3: Woods

Time: 4 Minutes
Zombies, ghouls, and crawling creepies! Learn the Swing, an ancient dance form for toppling old bones!



Round 4: Cavern

Time: 5 Minutes
Your hottest moves save you from the big chill. The spiders residing inside here are frightening! There are secrets everywhere – find them!



Round 5: The Enemy Hideout

Time: 6 Minutes
Match laser blasts to see who's baddest. Kick their computers to chips! Turn hi-tech with Magic no one expects! When you finish this round, you can confront Mr. Big himself – at last!



Helpful Hints

- Get ready for great bad guys. They've got personality and surprising moves!
- Experiment with combining different buttons. As Michael, you can strut some amazing moves!
- Impossible places aren't. Learn the moves that can get you to high or unreachable spots.
- Search everywhere for children. Leap, kick, and use Magic to open all doors and move all objects.
- See if you can figure out how to transform Michael into an ultra-tech robot. Then find out what real Magic is!
- Practice, practice, practice!



Scorebook

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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 radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

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 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 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 warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 6:00 a.m. to 9:00 p.m. (Pacific Time), Monday through Friday and from 8:00 a.m. to 6:00 p.m. (Pacific Time), Saturday and Sunday. DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we 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 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 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 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 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.

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