

FLICKY™



SEGA

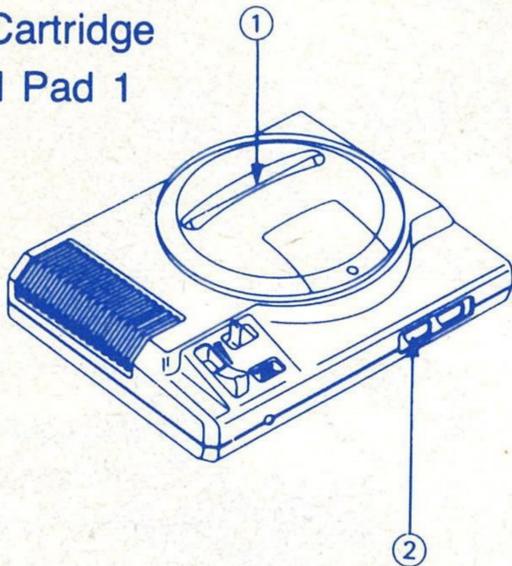
Starting Up

1. Set up your Sega Mega Drive/Genesis System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Sega cartridge into the console.
3. Turn the power switch ON. In a few moments, the Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure that the Console is turned OFF when inserting or removing your Mega Drive/Genesis Cartridge.

Note: This game is for one player only.

- ① Sega Cartridge
- ② Control Pad 1



The Coolest Little Bird You Ever Saw!

Join the adventures of Flicky, a fun-loving, little blue bird who drives cats everywhere crazy! Move Flicky up, down, and all around, and take the yellow Chirps to the door, where they'll be safe from those ferocious felines and slimy lizards!

Take Control!

Learn the functions of each button on your Control Pad before beginning play.

① Directional Button (D-Button)

- Press to move Flicky in any direction.



② Start Button

- Press to start the game.
- Press to pause the action; press again to resume play.

③ ④ ⑤ Buttons A, B, and C

- Press any of these buttons to make Flicky jump or throw Items.

Getting Started

The Title screen appears after the Sega logo. In a moment, the demonstration begins. Press the Start Button at the Title screen, and a game explanation screen appears. After you read it, press the Start Button to begin play.

NOTE: Press the Start Button during the demonstration to return to the Title screen.

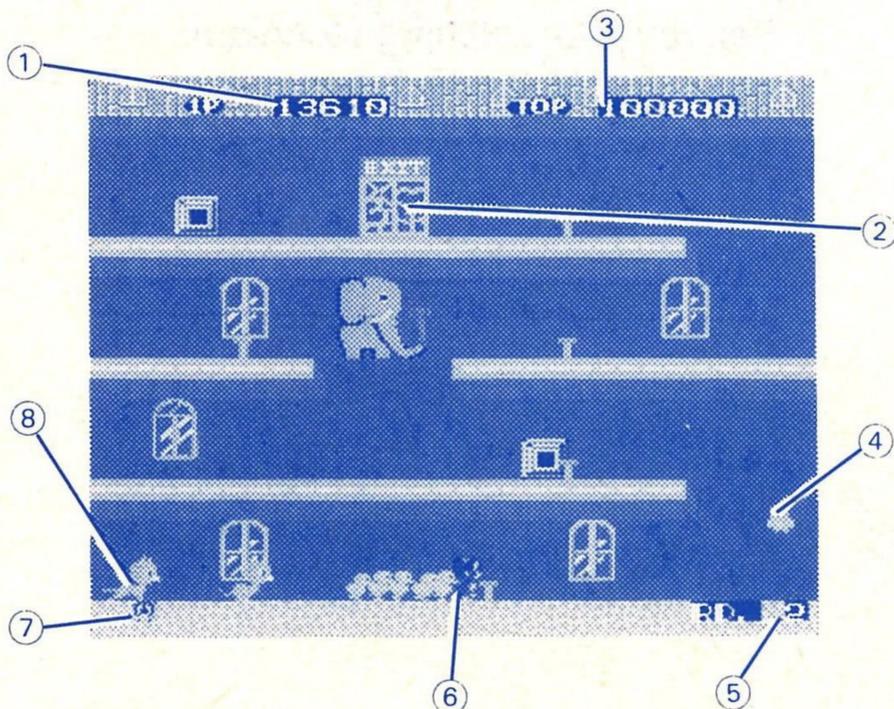


Screen Signals

1. Game Screen

- ① Current Score
- ② Door
- ③ High Score
- ④ Chirp
- ⑤ Current Round
- ⑥ Flicky
- ⑦ Remaining Players
- ⑧ Tiger

2. Bonus Round



Run For Cover!

Flicky must find all of the Chirps in each round and take them to the door with "Exit" written above it. Watch out for the hungry Tiger cats and Iggy lizards! Jump from level to level, grabbing Chirps and dodging enemies. There are also items found on various levels that Flicky can throw at the Tigers and Iggys (see Items). In each of the first two rounds, there are six Chirps Flicky has to rescue. Every normal round thereafter has eight of the Chirps. You can take one Chirp at a time to the door if you want. Each one is worth 100 points. There are special bonus points available though, if Flicky can take a group, or possibly all, of the Chirps to the door at the same time (see Scoring).

Items

As Flicky moves about, he can pick up one of the items to throw at oncoming foes. The items may be anything from telephones to flowerpots, cups or bottles. To hurl one at a cat or lizard, press Button A, B, or C. Make sure Flicky is facing in the direction of the enemy.

Diamonds that are worth bonus points will also appear from time to time. They are small, so watch for them as you play!

In the bonus round, Tigers use seesaws to propel Chirps skyward. Flicky must move side to side and catch as many as possible using his net. The more he catches, the higher the bonus will be (see Scoring).

Scoring

If Flicky brings just one Chirp to the door at a time, each one is worth 100 points. If you're good enough to grab a group of Chirps, the point value increases as shown in the chart.

1st Chirp . . . 100 points

2nd Chirp . . . 200 points

3rd Chirp . . . 300 points

4th Chirp . . . 400 points

5th Chirp . . . 500 points

6th Chirp . . . 1,000 points

7th Chirp . . . 2,000 points

8th Chirp . . . 5,000 points

If Flicky rescues 4 Chirps, a total of 1,000 points is added to your score (100 + 200 + 300 + 400 = 1,000).

A Time Bonus is also available. If you clear a round in under a minute you receive points as shown in the chart.

In the bonus round, each Chirp Flicky catches is worth 250 points. You'll receive a 10,000 point bonus if our little hero manages to haul in all twenty Chirps!

0 — 19 seconds . . . 20,000 points

20 — 29 seconds . . . 10,000 points

30 — 39 seconds . . . 5,000 points

40 — 49 seconds . . . 3,000 points

50 — 59 seconds . . . 1,000 points

Tips From the Top . . .

- Take as many Chirps in a group to the door as you can, and watch your score soar!
- Perfect your catching technique, and get that 'perfect' bonus in every bonus round!

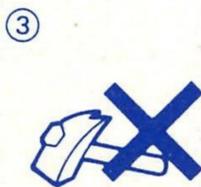
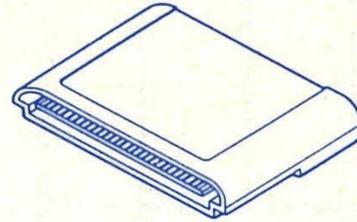
Handling This Cartridge

This Cartridge is intended exclusively for the Sega Mega Drive/Genesis System.

For Proper Usage

- (1) Do not immerse in water!
 - (2) Do not bend!
 - (3) Do not subject to any violent impact!
 - (4) Do not expose to direct sunlight!
 - (5) Do not damage or disfigure!
 - (6) Do not place near any high temperature source!
 - (7) Do not expose to thinner, benzine, etc.!
- When wet, dry completely before using.
 - When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
 - After use, put it in its case.
- * Be sure to take an occasional recess during extended play.

WARNING: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection television.



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SCOREBOOK

Mega Drive Instruction Manual

The SEGA logo is rendered in a bold, blue, stylized font. The letters are thick and blocky, with a slight shadow effect. The 'S' and 'E' are connected, and the 'G' and 'A' are also connected. The 'A' has a distinctive shape with a pointed top and a wide base.

Printed in Australia