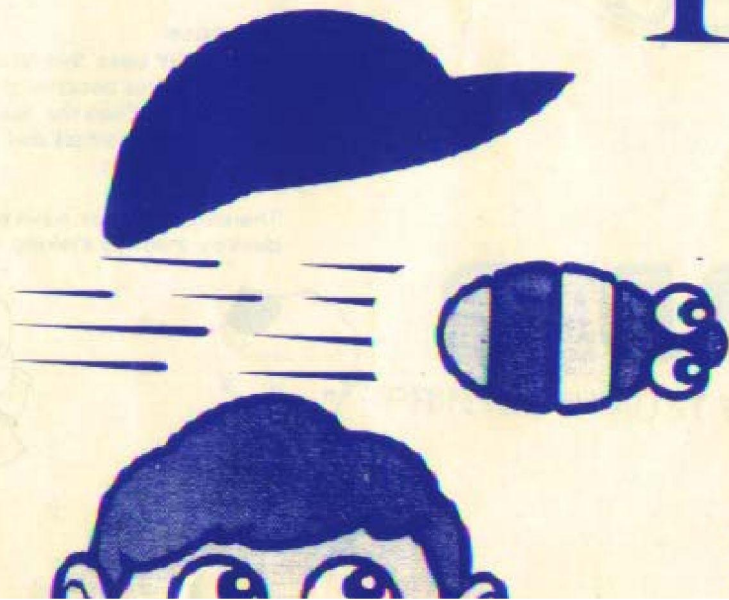


freegamemanuals.com

# Teddy Boy™



SEGA®

## READ THIS BEFORE YOU START

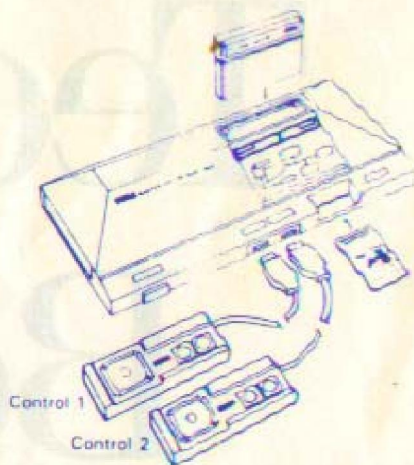
The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM.

### HOW-TO-USE SEGA CARD MEGA CARTRIDGE

- 1 Make sure that the POWER SWITCH is "OFF".
- 2 Next, insert the SEGA CARD or MEGA CARTRIDGE into the SEGA MASTER SYSTEM (see the illustration below).
- 3 Turn the POWER SWITCH "ON".

If nothing appears on the screen, check to see that the insertion as described in the above point is properly made.

After using, first be sure to turn the computer's POWER SWITCH "OFF" and then pull out the SEGA CARD or the MEGA CARTRIDGE and put it in its case for safe storage.



## ★ INTRODUCTION OF THE "TEDDYBOY" CHARACTERS ★

### ① TEDDYBOY

A courageous boy who rushes out to destroy the monsters in the mysterious mazes. His handling and firing of the MICROGUN is as skillful as a professional gunman's is.

### ② YOKO

Scared of being in the maze, I don't appear on the screen, but will cheer you on by singing the "TEDDYBOY".

### MICROGUN

TEDDYBOY uses this to shoot the creatures who become small when they are hit. Even the fearful monsters turn into small and weak creatures when shot.

Thereafter, all you have to do is to destroy them by making contact!



① **BLUE MASKED MONSTER**

This humanlike monster turns upon TEDDYBOY by walking and jumping.

② **DENDEN**

A snail type monster that vertically moves in the air. It's a coward that pulls in its head when a bullet hits its shell.

③ **IMORIN**

A green caterpillar type monster that crawls around the walls. It falls on TEDDYBOY when he comes underneath.

④ **SLOW MOVER**

A slowly moving type of monster that steadily charges at you. Destroy it by shooting 8 bullets!



①



②



③



④

① **DHARMAN**

This is a tumbler type monster, which as a group lining up one after another, skips around the walls and flies through the air.

② **PYON**

A flea type creature that skips around in a group. Its movement is the fastest among all the monsters.

③ **OSHISHI**

A lion's mask like monster which steadily attacks you while it is freely and quickly moving around the mazes.



①



②

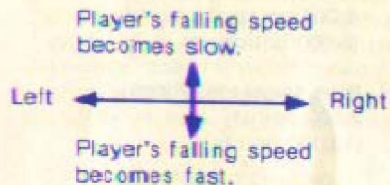


③

★ When playing by using **CONTROL PAD** ★

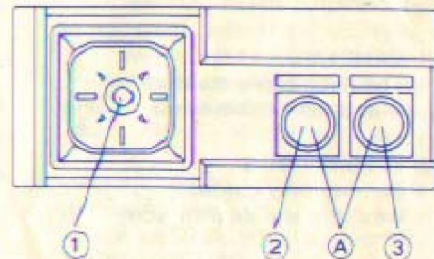
⑧ **START** button

① Move **TEDDYBOY** (+/-).



② **JUMP** button

③ **MICROGUN SHOOTING** button



## ★ HOW-TO-PLAY ★

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### TO THE SKILLFUL PLAYER OF "TEDDYBOY"

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There is nothing special to say to you. Try to score as many points as you can, making full use of the skill you gained while playing the game at the arcades!

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### TO THE PLAYER WHO PLAYS "TEDDYBOY" FOR THE FIRST TIME!

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## ★ PURPOSE OF THE GAME ★

Within the limited time, destroy all of the monstrous creatures in the maze by using the MICROGUN! The BONUS GAME is a good opportunity to score many points.

## ★ GAME OVER ★

The number of TEDDYBOYS allotted at the beginning of play is 3. Losing all of them will result in GAME OVER being displayed on the screen.

The player loses a TEDDYBOY in the following cases

1. When TEDDYBOY comes into contact with the enemy.
2. When time is up (see page 22).

An additional TEDDYBOY is awarded when scoring the following points....100,000 and 400,000 points

## ★ STARTING ★

### For 1 player

Show just how quickly you can draw and fire your gun to those impudent monsters.

### For 2 players

You and your friend are friendly rivals competing to find out who is the "speediest" and has the "quickest draw". Which one of you will win?

- ① For 2 players, push the 2P CONTROL PAD START button.
- ② For 1 player, push the 1P CONTROL PAD START button.

**A** Player 1 is the first to start the game.

**TOP** (high score)

**1UP** (score of Player 1)

**2UP** (score of Player 2)

**ROUND** (number of rounds that the high score player to date has cleared, and number of rounds that Player 1 or Player 2 is presently playing)

**REMAIN** (the remaining number of TEDDYBOYS for player 1 and Player 2)

**Note:** 2UP is indicated only when 2 players are playing.



②



### ★ SCROLLING ★

A mysterious maze that on the surface looks like a never ending area lies in front of you.

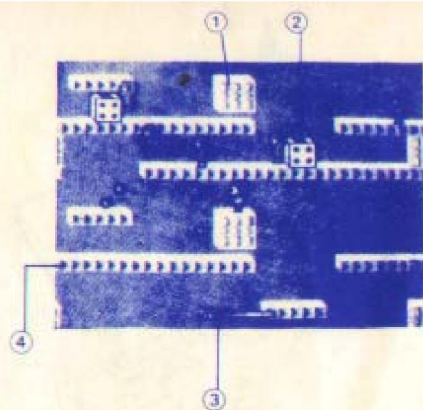
Actually, it's a magical trick done by the monsters to bewilder you. Move TEDDYBOY in the direction of the arrow → and you will see that the monsters that were on the upper walls of the screen now appear in the same manner on the lower part.

Keep your eyes open, and do things carefully and in a composed manner.

- ① DESTRUCTIBLE BLOCK
- ② DICE
- ③ TIMER
- ④ DISAPPEARING WALL

### ★ DESTRUCTIBLE BLOCKS AND DISAPPEARING WALLS ★

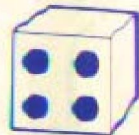
- The destructible blocks prevent the monsters from intruding. When obstructing your way, these blocks can be destroyed by shooting at them and as such, the blocks are very convenient.



- The disappearing walls are dangerous because they break and disappear when the player continues to stay at the same position. However, this feature helps you sometimes.

### ★ THE MONSTERS COME OUT OF THE DICE AND THEN ... ★

- The dice seen here and there are where the monsters are living. The dots on the dice indicates the number of monsters inside it.
- When all of the monsters fly out and nothing remains, the dice disappears.
- The dice also disappears when it is shot by a number of bullets.
- If a monster which became a miniature after being shot by the MICROGUN is left in that same condition, then it turns into an EYEBALL BUG which disappears after slightly biting off the timer.
- Basically it is important that the miniature monster should be destroyed by making contact with it soon after it turns into this configuration.



### ★ TIMER ★

- The remaining time indicated by the timer gradually decreases starting from the dark blue portion to the red portion.
- When the level reaches 0, time is up, resulting in your losing a TEDDYBOY.
- In the following cases, the counting of the remaining time starts from the FULL condition:
  1. When you lose a TEDDYBOY and restart with the next one.
  2. When you start playing the next round.
- After clearing the round, the more remaining time you have, the higher the TIME BONUS points that you score.

- ① Red
- ② Orange
- ③ Yellow
- ④ White
- ⑤ Blue
- ⑥ Darkblue

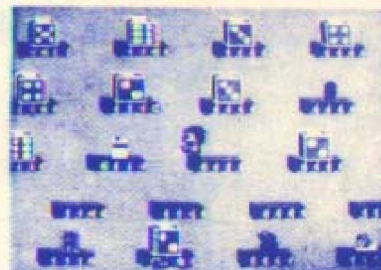


### ★ SCORE ★

Destroying a monster by using the MICROGUN ..... 10 points

Destroying the miniature monster by making contact with it ..... 200 points

Destroying a large number of miniature monsters in a short period of time will earn you many points.



### ★ BONUS GAME ★

• The BONUS GAME starts when clearing ROUND 2, 6, 10, 14.

• When the dice are shot, the following presents or obstacles will come out of it. When the same kind of present appears two times in a row, the high points indicated below in the parenthesis are earned.

Beware of DENDEN and the EYEBALL BUG!

① Cigarettes  
400 points  
(1,000 points)



② Beer  
800 points  
(2,000 points)



③ Red sneakers (shoes)  
1,000 points  
(5,000 points)



④ Blue sneakers (shoes)  
2,000 points  
(10,000 points)



⑤ Stuffed toy bear  
5,000 points  
(20,000 points)



⑥ Stuffed toy monster  
10,000 points  
(50,000 points)



⑦ DENDEN  
The despicable creature  
that bites off the timer.



⑧ EYEBALL BUG  
Coming into contact  
with this will destroy you!





## ★ ADVICE FROM PROFESSOR PLAYER ★

- The MICROGUN is an invincible weapon that steadily destroys the monsters. Using it, all you have to do is to react ahead of time in response to the monsters' movements!
- Make sure that you do not jump down on the monsters or let them do the same to you. Note that carelessness causes failure.
- Performing a certain operation before starting to play the game enables you to make 3 advantageous selections. Can you discover what the operation is?



## ★ HOW TO SELECT YOUR DESIRED "ROUND" ★

During the TITLE display, push the DIRECTION CONTROLLER in the following order, upward downward, left and right, to cause the COMMAND mode to appear, on which CONTINUE, NO FIRE, and 1/2 PLAYERS can be selected.

To select the ROUND, push the DIRECTION CONTROLLER once upward and 9 times downward in the above COMMAND mode.

## HANDLING THE SEGA CARD AND THE MEGA CARTRIDGE

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

### For Proper Usage

Do not get wet!

Do not bend!

Do not subject to any violent impact!

Do not expose to direct sunlight!

Do not damage or disfigure!

Do not place near any high temperature source!

Do not expose to thinner, benzine, etc.!

\* Be especially careful not to stick anything on the SEGA CARD!

- When wet, completely dry before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its CASE.



## EPILEPSY WARNING

**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 light patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce 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.

## SCOREBOOK

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