

MICHAEL JACKSON'S MOONWALKER™



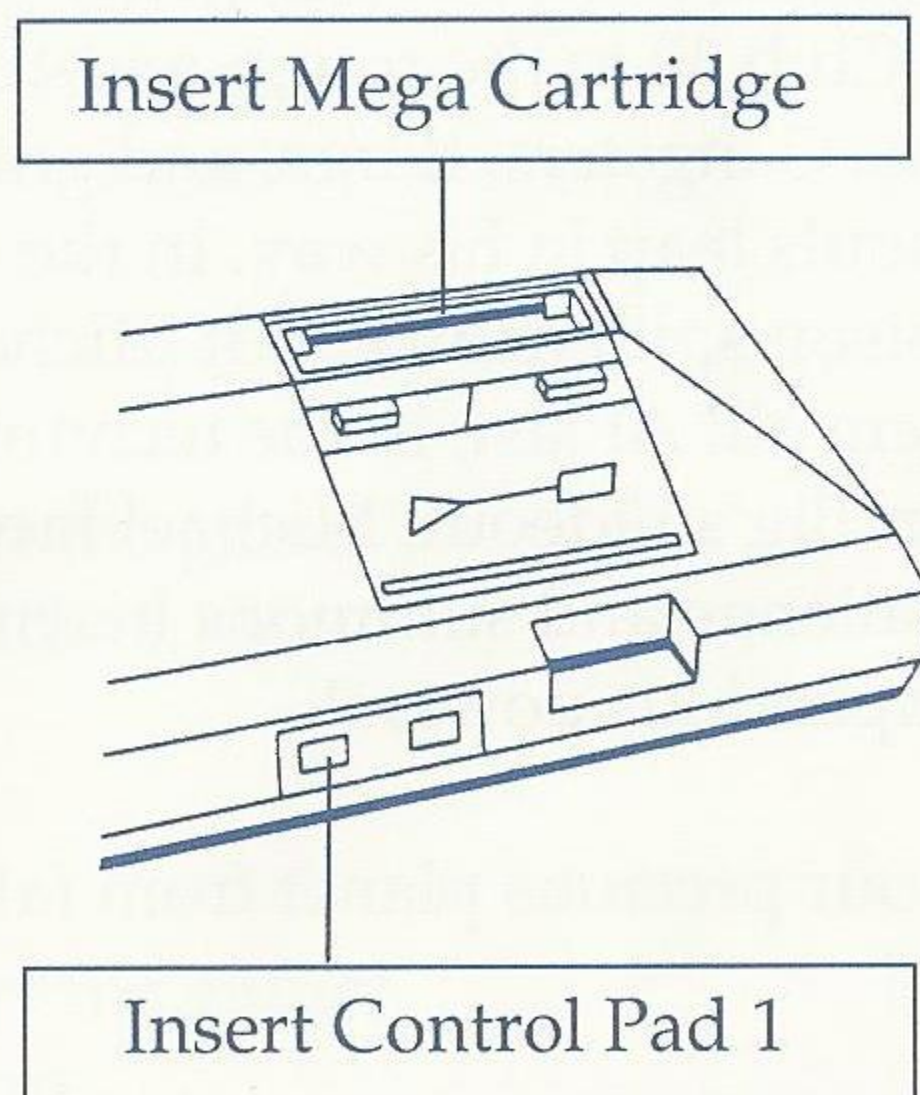
SEGA

Starting Up

1. Set up your Sega Master System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Michael Jackson's Moonwalker cartridge into the Power Base.
3. Turn the power switch ON. In a few moments, the Michael Jackson's Moonwalker 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 the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: Michael Jackson's Moonwalker is for one player only.

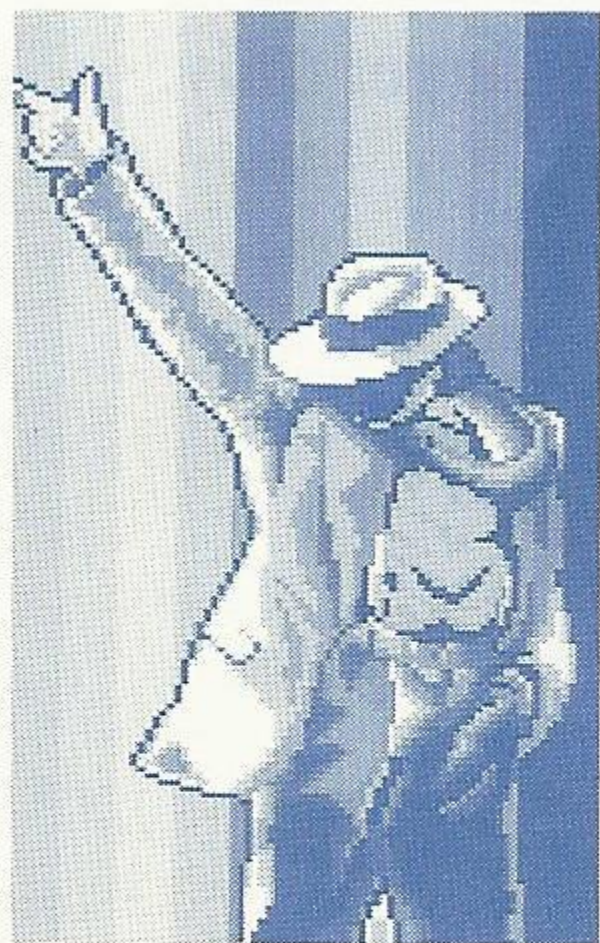


Save Our Planet!

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.



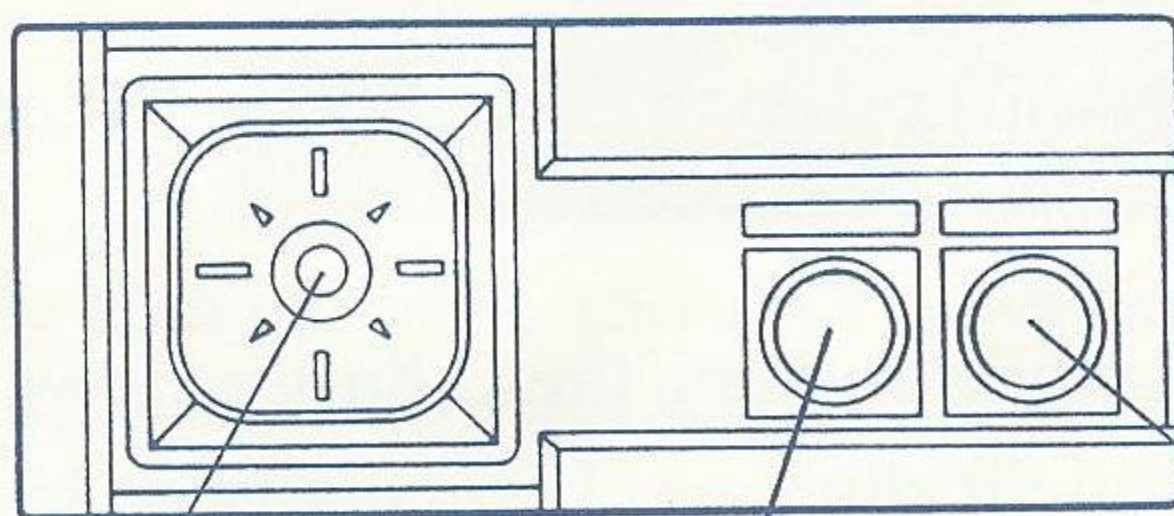
With moves only he can make, Michael spins, leaps, kicks, and dances. He searches everywhere, from the shady business dens of Club 30 to the rough-and-tumble parking lots. Gangsters, thugs, and graveyard ghouls leap in his way. In the cavern, poison spiders lurk! But Michael outmagics them all! At last, 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!

For best game play, learn how to use your Control Pad before you start.



Directional Button
(D-Button)

Button 1

Button 2

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.

Button 1

- Press to start the game.
- Press to attack or shoot.

Button 2

- Press to start the game.
- Press to jump.

Master Your Moves!

Moonwalk

- While pressing Button 1, press the D-Button left or right.

Long Jump

- Press Button 2 while pressing the D-Button left or right.

Jumping down

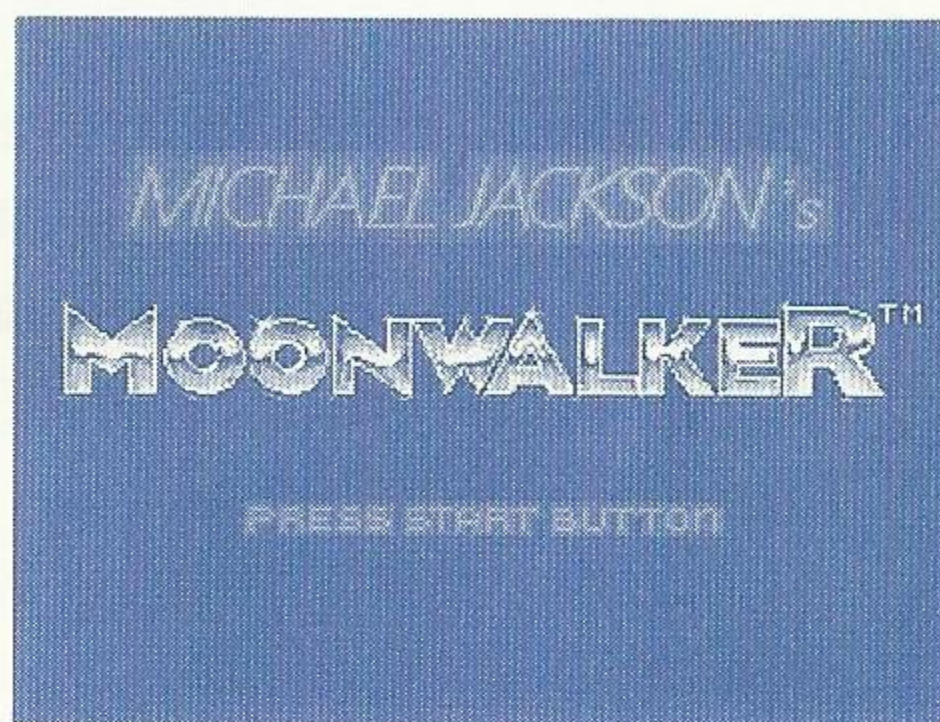
- Press Button 2 while pressing the D-Button down.

Attacking while jumping

- Press Button 2. When Michael is in midair, press Button 1.

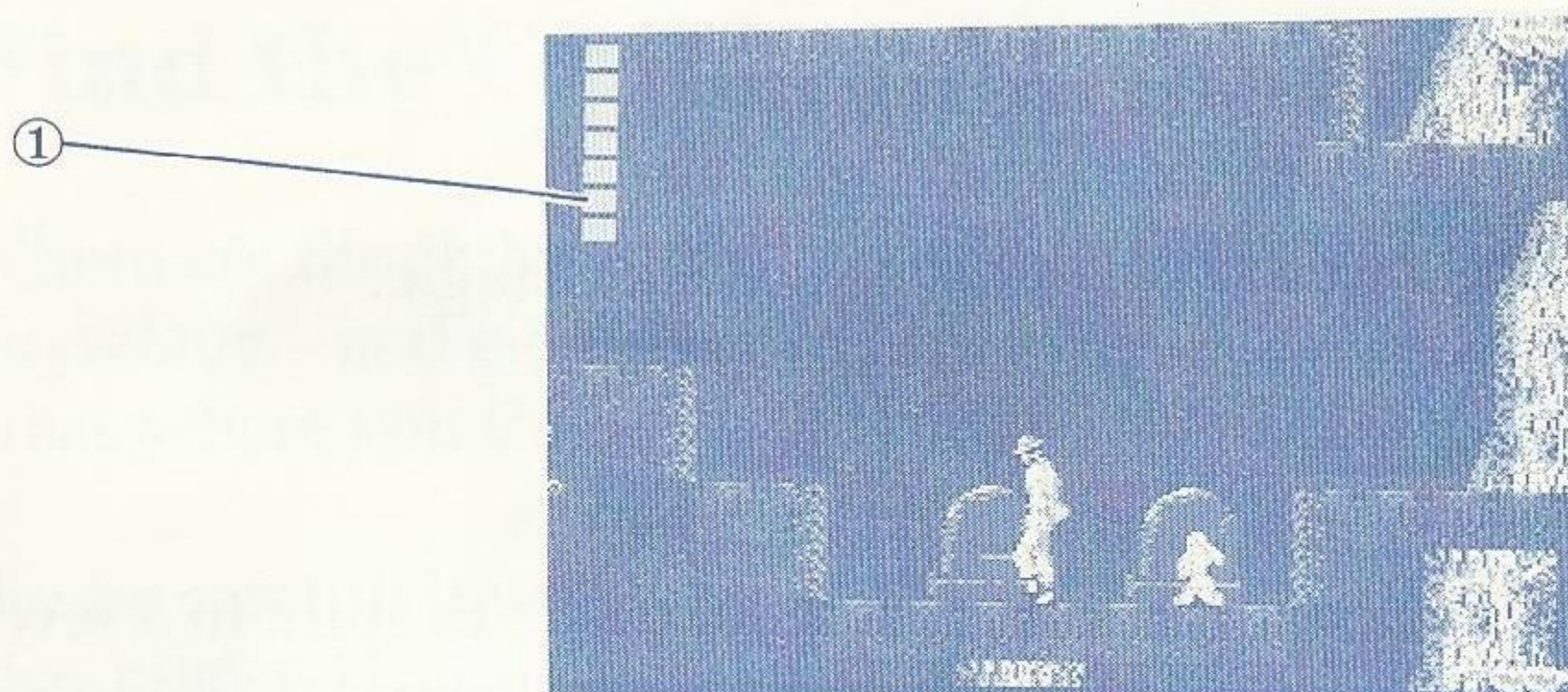
Getting Started

When you turn the power on, the Title screen appears. Then, in a few moments, the demonstration game begins. Watch the demo for hints on how to move through some of the rounds, then press Button 1 or 2 to go back to the Title screen. Press Button 1 or 2 twice to begin the game.

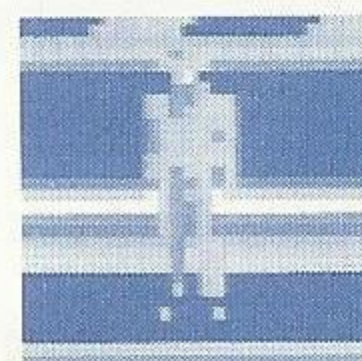


Michael's Mission

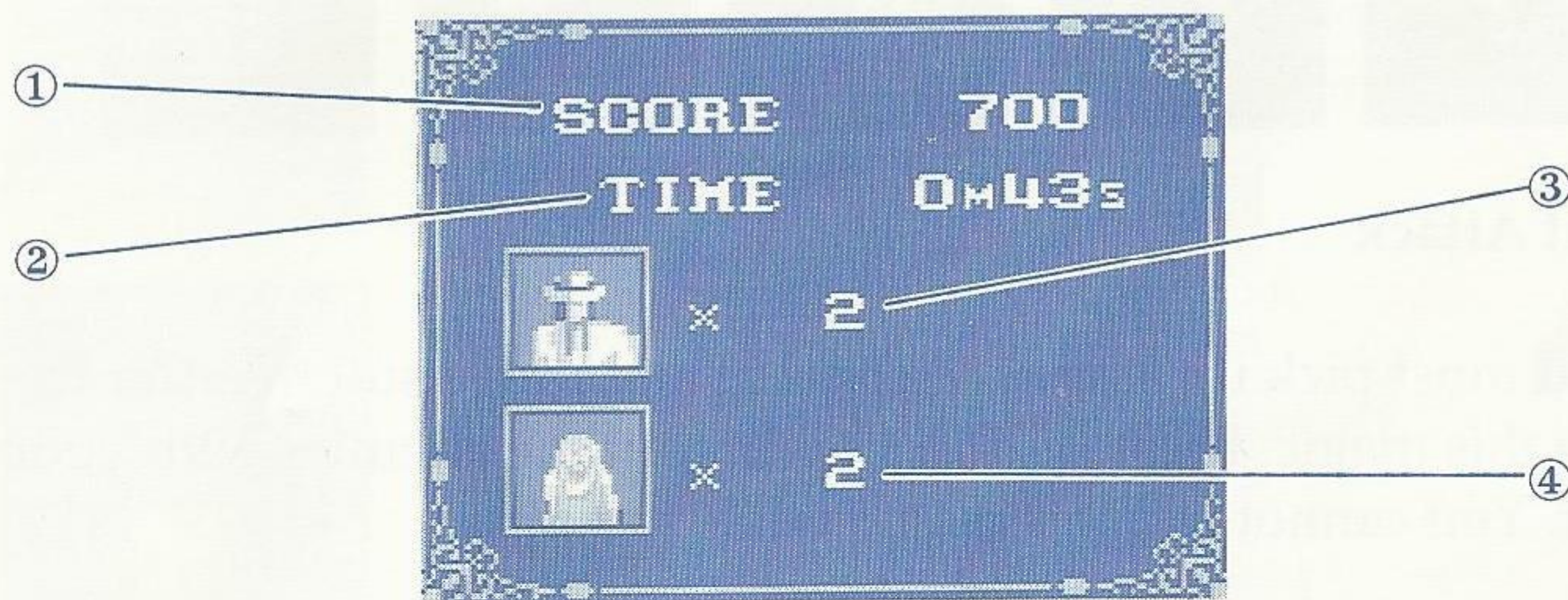
Michael – and you – start with three chances to rescue all the kidnapped children. As you continue on your mission, keep an eye on the screens to see how you are doing.



1. **Star Magic Gauge** shows Michael's power and energy. His Magic decreases whenever he uses it, or is hurt by an enemy. Three units fill up whenever he picks up a mini Michael in a yellow suit.



When you press Pause on the Master System during a game, the following screen appears.



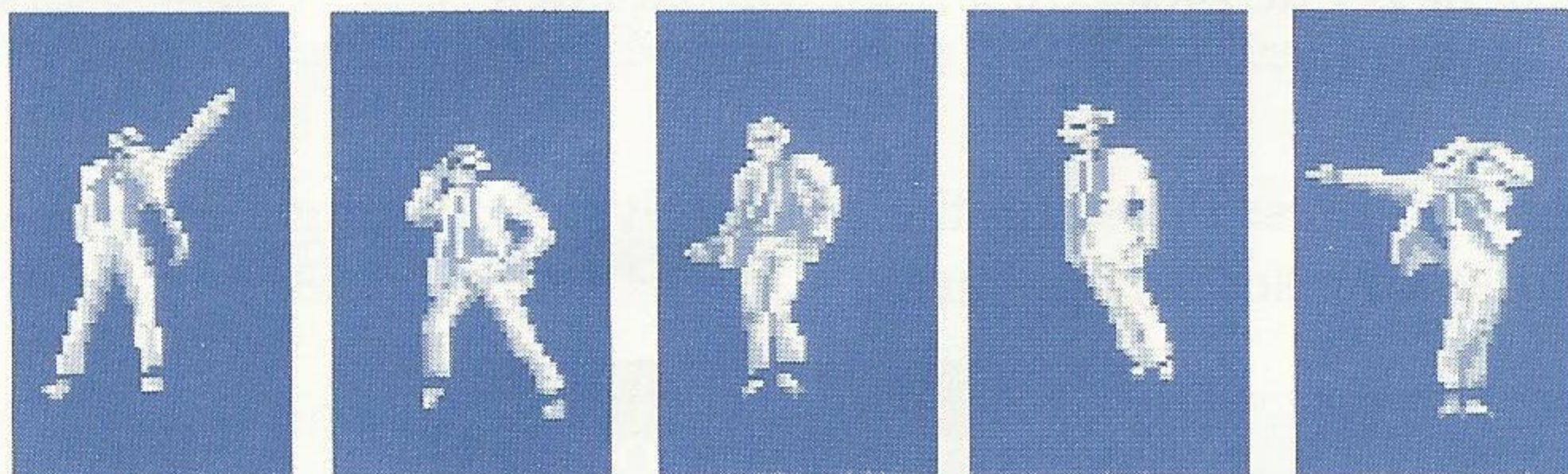
1. **Score** shows how many points you've earned so far.
2. **Time** shows how much time has elapsed in the round.
3. **Michael** shows how many lives you have left to get through the game.
4. **Katy** shows the number of children still to be found.

Michael's Star Magic

Michael can use two different types of Star Magic.

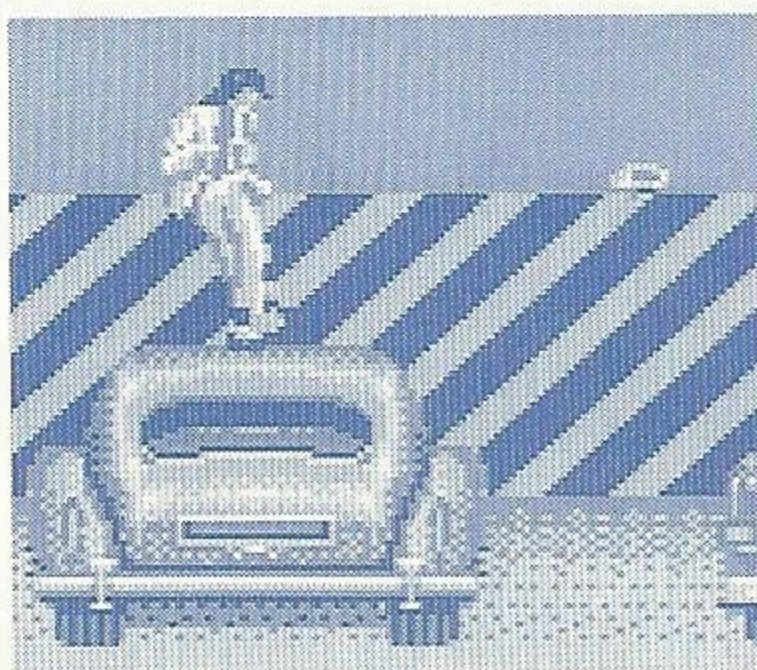
Dance Attack

Press and hold down Button 1. Michael starts to spin. In a few moments, the screen turns black and Michael starts dancing. When Michael returns to the original screen, he knocks out the enemies. You must have more than three Star Magic units to use this magic.



Hat Attack

You must pick up a mini Michael in an orange suit in order to use this magic. Press Button 1 to flip out the enemies with your hat. You cannot use this magic while jumping.



Find the Children!

Where are the children that Mr. Big kidnapped? 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 bomb, get away fast. Michael can't outdance an explosion!

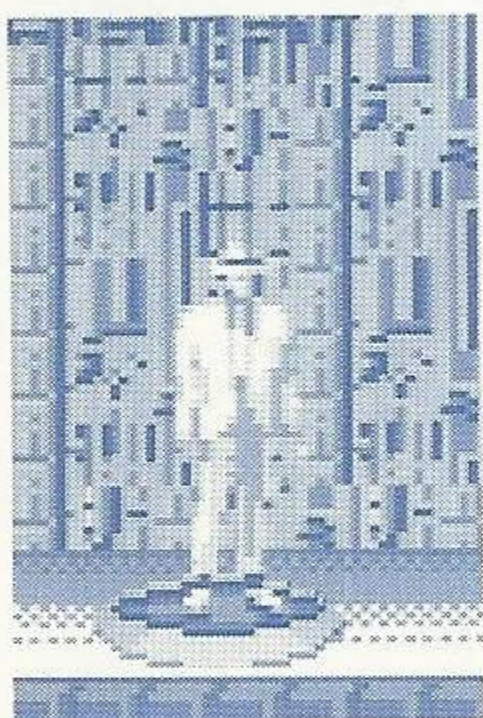


Ride Away!



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

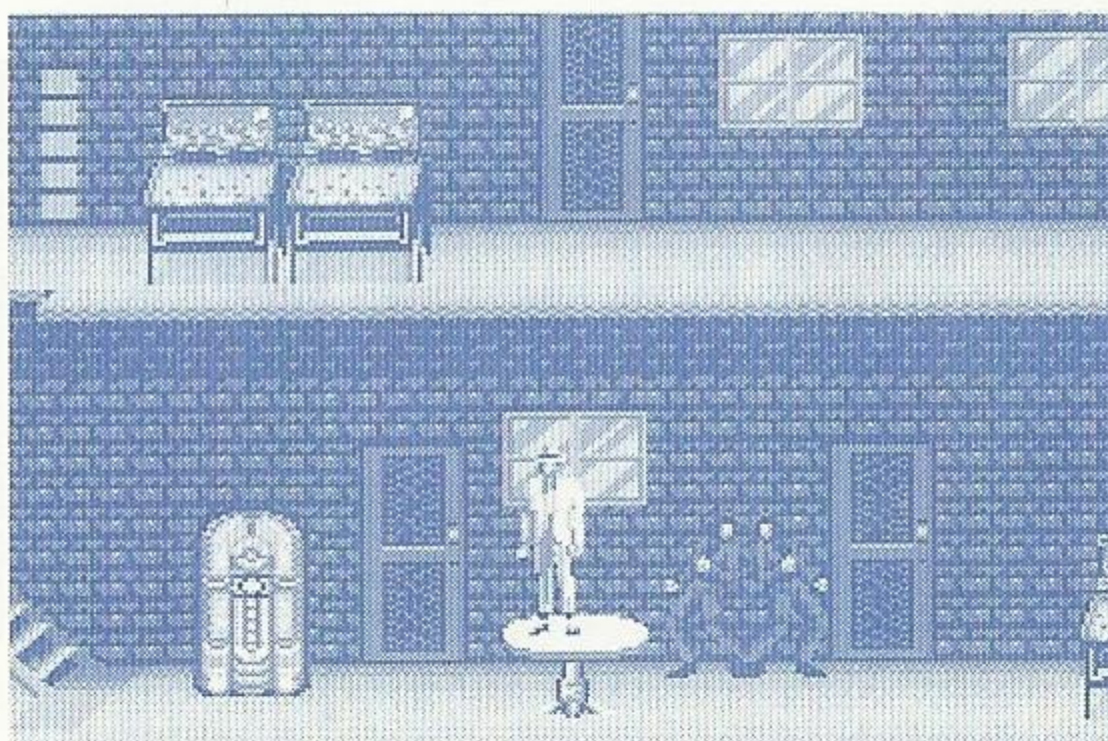
Press the D-Button up when Michael hops on. He'll automatically radiate to another floor.

A Wild Whirl of Rounds

Michael creates chaos through five rounds, each with three different stages, then squares off against Mr. Big in the final round. When you clear a stage within the given time frame, you earn bonus points (see Scoring).

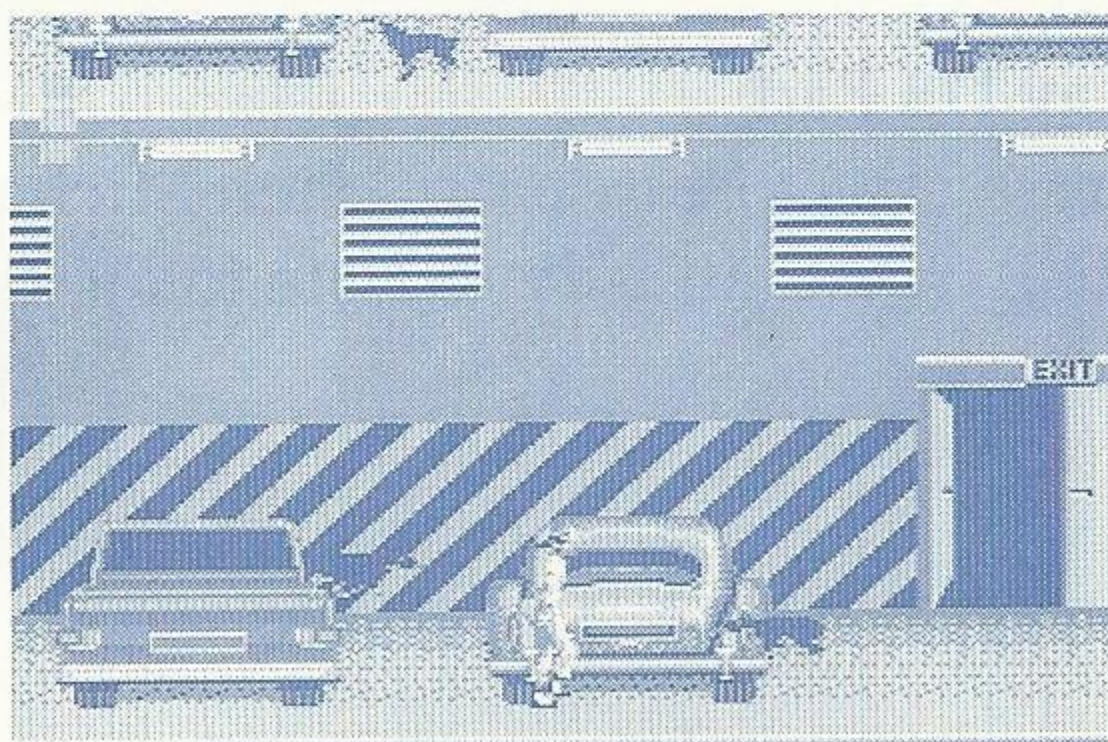
Round 1: Club 30

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



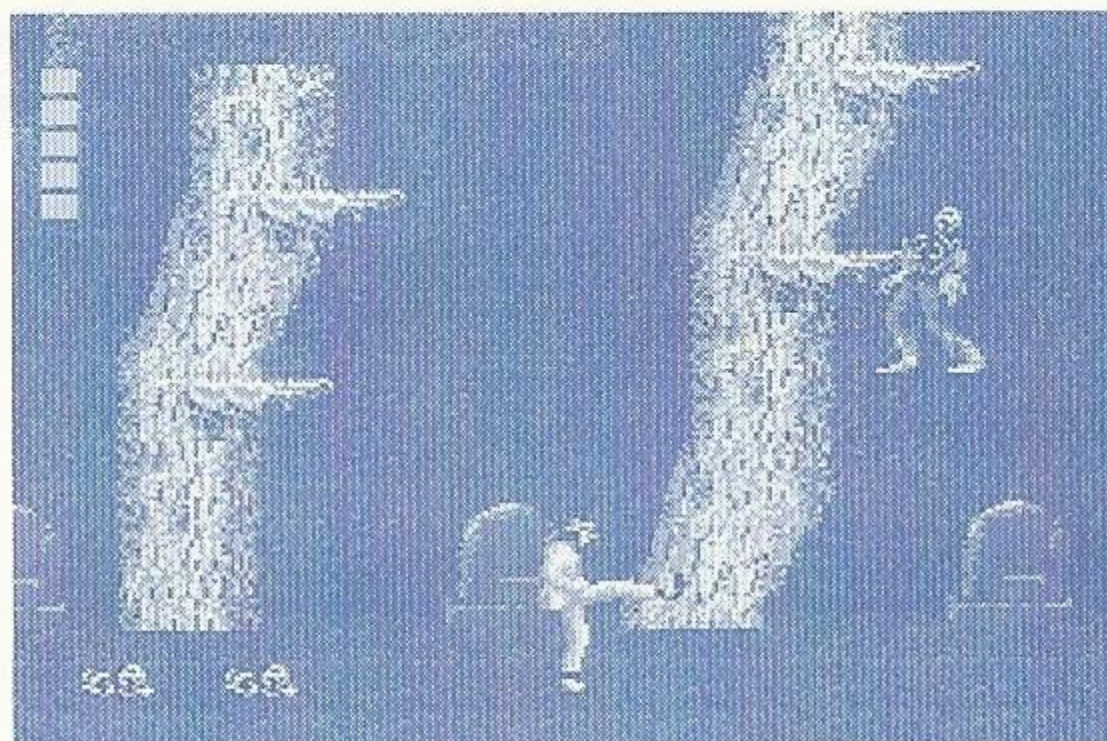
Round 2: Parking Lot

Thugs with clubs and howling Dobermans – they're out to get you in the concrete maze!



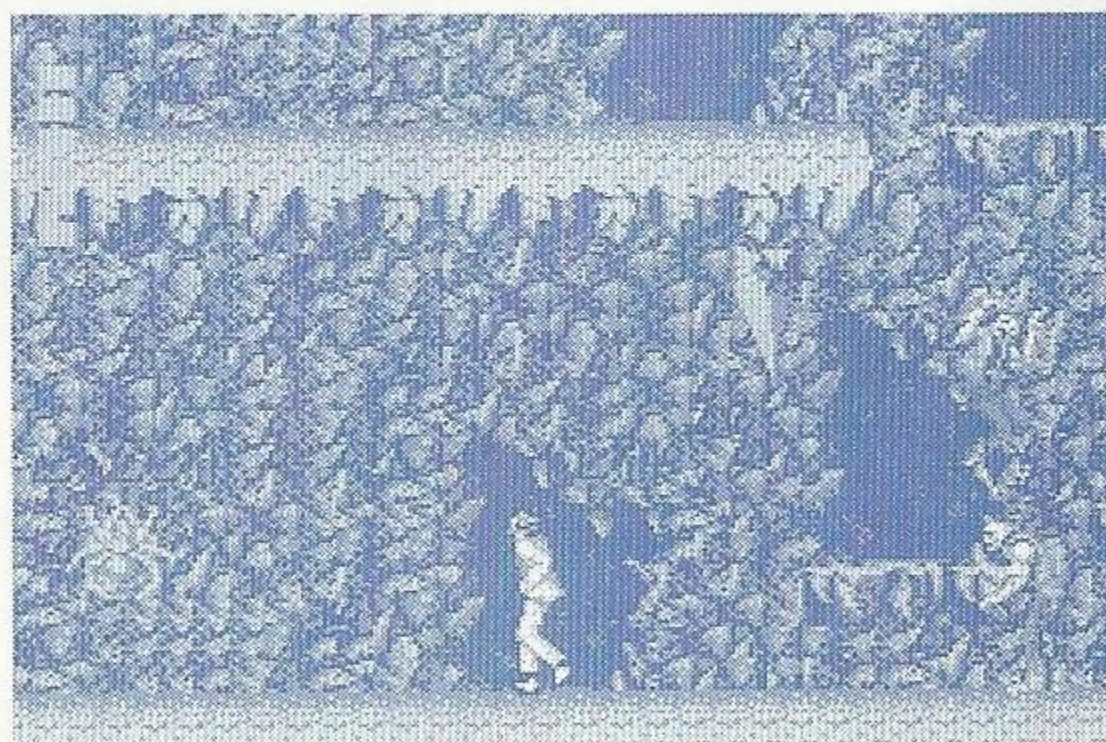
Round 3: Woods

Zombies, ghouls, and crawling creepies! Your hottest moves save you from the big chill!



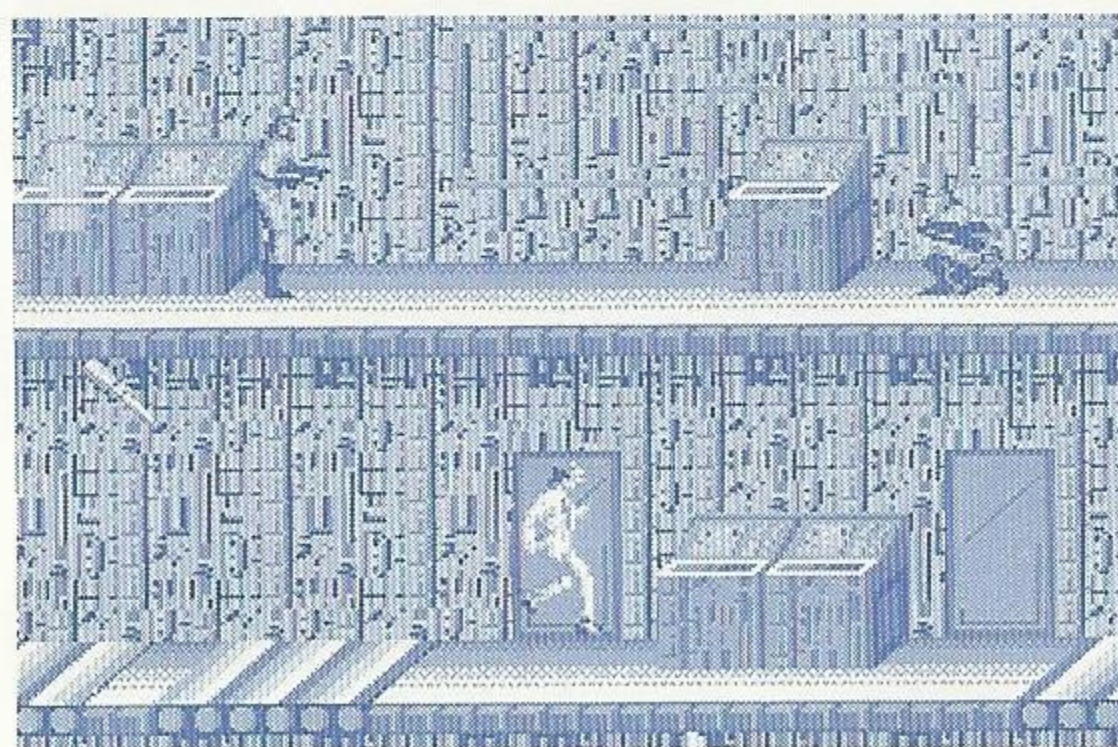
Round 4: Cavern

The spiders residing inside here are frightening! There are secrets everywhere – find them!



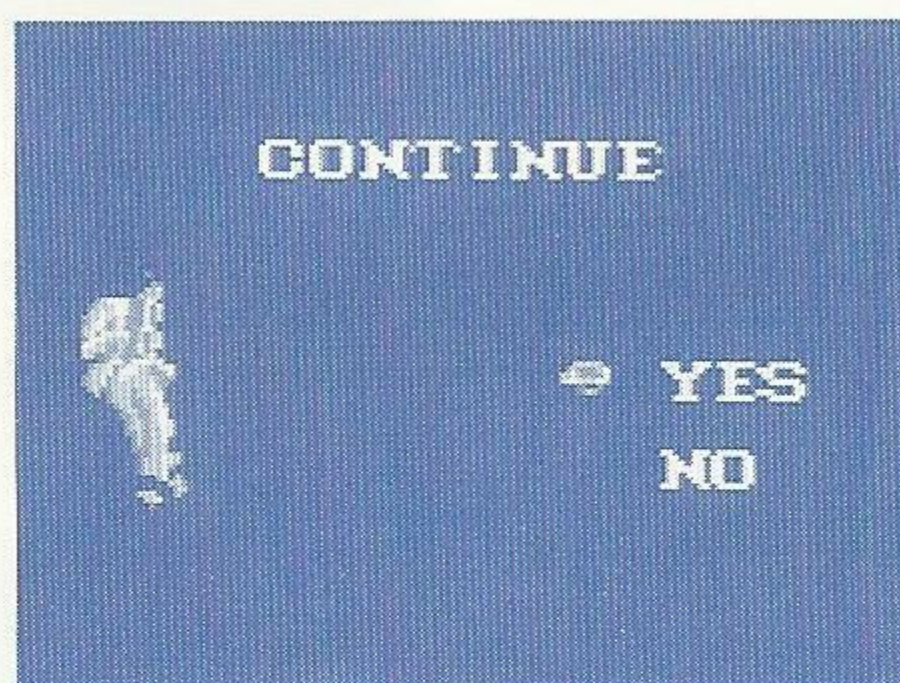
Round 5: The Enemy Hideout

Match laser blasts to see who's baddest. Kick their computers to chips! When you finish this round, you're one step away from Mr. Big himself!



End of Game and Continue

Michael starts each game with three 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 three lives, the game is over and the Game Over screen appears. After the Game Over screen the Continue screen appears. To continue from the stage you left off, select Yes and press Button 1 or 2. The number of times you can continue is unlimited. (Select No and press Button 1 or 2 to return to the Title screen.)



Scoring

You gain points every time you demolish an enemy. The points you earn for knocking out one enemy is different in every round.

Round	Points
1	100
2	200
3	400
4	1,000
5	2,000

Time Bonus

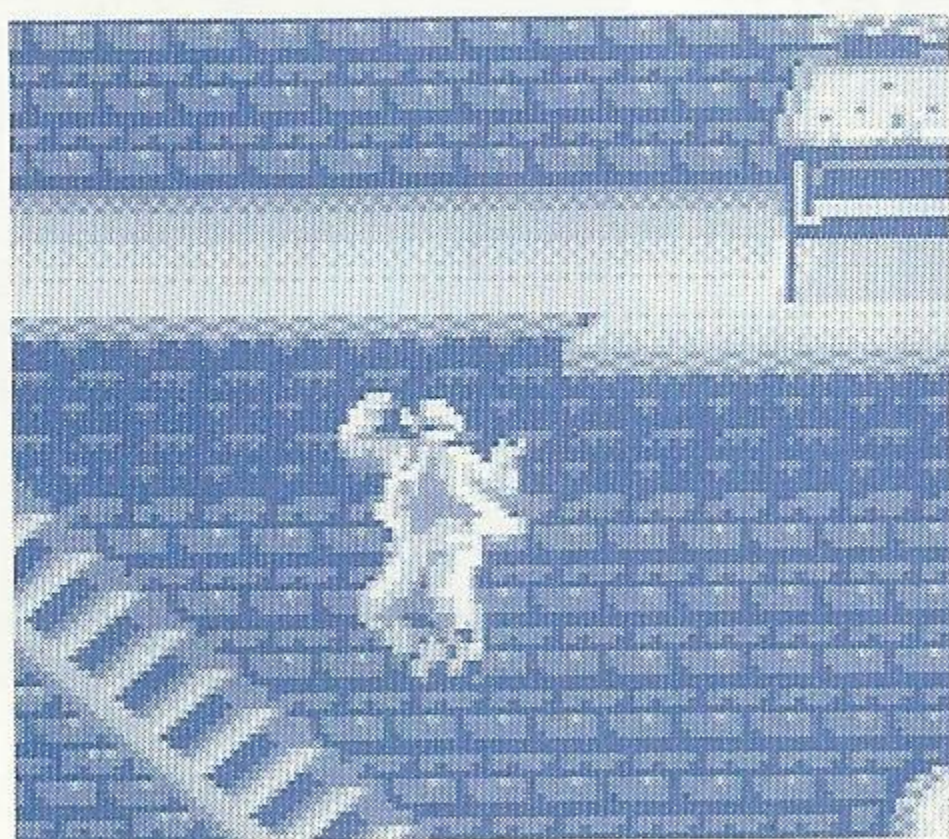
Clearing a stage within the given time frame earns you a Time Bonus, which is added to your score.

For example, if you clear a 2M (minute) stage in 1M (minute) and 30S(seconds), you earn 30S. The points you earn for knocking out one enemy in a round (see Scoring) times 30 is the Time Bonus.

TIME BONUS			
TIME	2M00s -	1M30s =	30s
	100 ×	30 =	0
SCORE			5500
HIGH SCORE			100000

Survival Tips

- Search everywhere for children.
- Impossible places aren't.
- Use Magic wisely.
- Practice, practice, practice!



Scorebook

Date				
Name				
Score				

Date				
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Handling This Cartridge

- This Cartridge is intended exclusively for the Sega 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.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited 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 limited 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 warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 8:00 a.m. to 8:00 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 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 Cartridge requires repairs after termination of the 90-day limited 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.

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