

SEGA™

MICKEY MANIA

THE TIMELESS ADVENTURES OF MICKEY MOUSE

GENESIS™



SONY



IMAGEISOFT

LICENSED BY SEGA
ENTERPRISES, LTD.
FOR PLAY ON THE SEGA™
GENESIS™ SYSTEM.

Rated by V.R.C.

GA

Appropriate for
all audiences.

General Audiences



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



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Contents

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| | |
|---|----|
| Handling Your Cartridge | 2 |
| Getting Started | 3 |
| Controlling Mickey | 4 |
| It's Mickey Mania! | 6 |
| Mickey's Timeless Adventure..... | 8 |
| First Feature: | |
| "Steamboat Willie" (1928)..... | 10 |
| Second Feature: | |
| "The Mad Doctor" (1933)..... | 11 |
| Third Feature: | |
| "Moose Hunters" (1937) | 12 |
| Fourth Feature: | |
| "Lonesome Ghosts" (1937) | 13 |
| Fifth Feature: | |
| "Mickey and the Beanstalk" (1947) | 14 |
| Sixth Feature: | |
| "The Prince and the Pauper" (1990) | 15 |
| Mickey Mania Credits | 16 |
| Notes | 18 |
| Limited Warranty | 21 |



Handling Your Cartridge

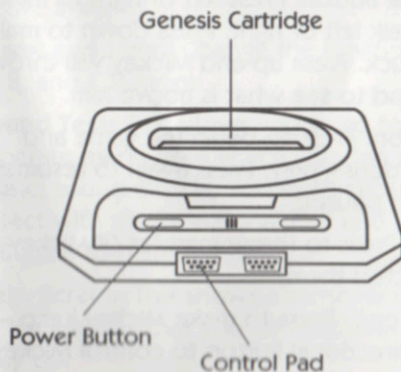
- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to Owners of Projection Televisions

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

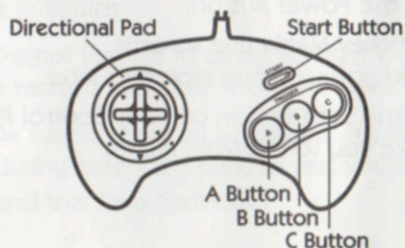
Getting Started

1. Ensure that your Sega Genesis power switch is off.
2. Insert the Mickey Mania cartridge into your Sega Genesis in the usual way.
3. Press the Power Button.
4. The Mickey Mania title screens should appear a few moments later.
5. Press the Start Button on your Control Pad to take you to the Main menu.



Controlling Mickey

In each of the animated features, you'll control the modern-day Mickey Mouse as he defeats opponents and solves perplexing puzzles.



Directional Button: Press left or right to make Mickey walk left or right. Press down to make Mickey duck. Press up and Mickey will throw up his hand to see what is above him.

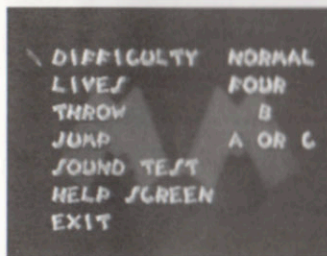
Start Button: Press to begin the game and to pause during play. Press again to resume play when paused.

Button B: Press to throw marbles (if Mickey has collected them).

Button A or C: Press to make Mickey jump — use the Directional Button to control Mickey's jump while he is in the air.

NOTE: The controls configuration can be changed through the options screen.

The following items can be changed through the Options Screen:



Use the Directional Pad to move Up and Down the options — move Left or Right or press the B and C Buttons to change options.

Difficulty: Easy, Normal or Hard

Lives: Start the game with three, four or five lives.

Throw and Jump: Change the functions of the A, B, and C Buttons

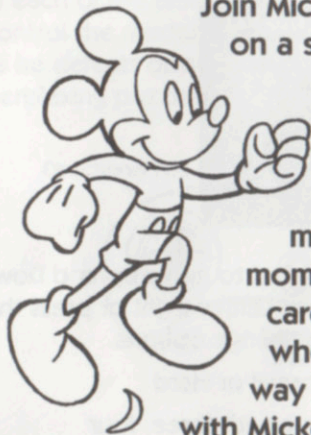
Sound Test: This allows you to go to a separate menu from which you can select music, sound effects, and even Mickey talking! Select with the Directional Pad and press the A Button to hear the sounds.

Help Screen: This shows a screen showing all the objects that you can find and what they do.

Exit: Select this to return to the Main Menu.

It's Mickey Mania!

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Join Mickey Mouse on a spectacular adventure through time as he relives some of the most thrilling moments of his career. You start where it all began way back in 1928

with Mickey's very first animated feature, the black and white classic STEAMBOAT WILLIE. Here you'll have to help Mickey brave a variety of puzzles and dangers before continuing through 6 other animated features in a journey that will eventually lead Mickey face-to-face with the biggest, meanest Pete anyone's ever seen.

Fortunately for Mickey, he won't have to travel alone. Along the way, skilled players will be able to find Mickey's



faithful pal, Pluto, as well as seven vintage Mickey Mouse cameos from each of the shorts featured in the game.

But time is fleeting. If you're going to get Mickey safely through 65 years of his film history, you better start playing now!

Mickey's Timeless Adventure

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In each feature, you will see Mickey's hand in the upper left corner of your screen. The hand begins with four fingers raised and will count down each time Mickey is hit by an object or enemy. If the hand counts down to zero, Mickey loses a try. The number of tries Mickey has left is shown next to his hand – if Mickey runs out of tries and continues, he will have to start over at the beginning of the game.



In the upper right corner of the screen, the marble bag will usually be shown. Next to the bag is the number of marbles that Mickey has collected.



Mickey can find marbles throughout the game, and he can store them in this bag until he needs to throw them at an enemy or obstacle. Each time Mickey throws a marble, the number will count down – if Mickey runs out, he will have to find more.



If Mickey sets off a rocket, it will allow him to save his position from that point.



If Mickey picks up a star, it will raise one of the fingers, eliminating one of the attacks against Mickey and giving him another chance.



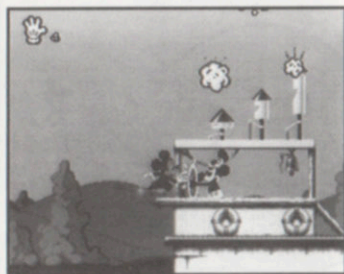
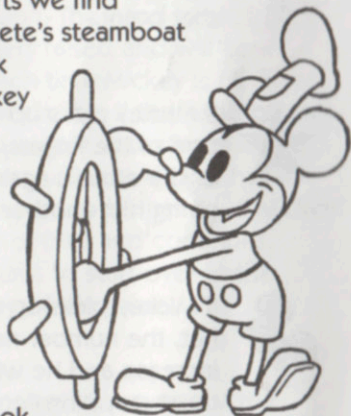
If Mickey picks up a Mickey Mouse hat, the number next to his hand will increase and he will receive an extra try at stopping Pete!



First Feature: "Steamboat Willie" (1928)

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As our first film starts we find Mickey on board Pete's steamboat headed for Podunk Landing. Here Mickey can find a note-eating goat, squawking chickens and a cameo by Steamboat Willie. You'll find Steamboat Willie quite surprised to see how he'll look in color! Make your way carefully to the docks and watch out for Pete and his pesky parrots! In this feature's frantic finale,



Mickey will have to disable a big, wacky contraption so make sure you find as many marbles as you can!

Second Feature: "The Mad Doctor" (1933)

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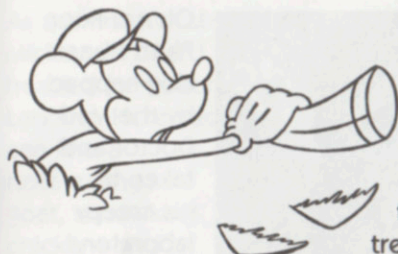
Oh no! Poor Pluto's been dog-napped by the Mad Doctor and taken to his creepy laboratory! With skeletons,

spiders, bats and tricky traps, Mickey's nightmare has only just begun. And if you find yourself riding on a wayward gurney, be careful not to fall into the vats of bubbling acid or hit one of those (gulp) spinning saw blades! With the Mad Doctor himself lurking somewhere in the shadows, Mickey's going to have a tough time getting safely through this reel.



Third Feature: "Moose Hunters" (1937)

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You'll need to keep on your toes as Mickey and Pluto move through this treacherous tree-lined territory

because, while the forest and fresh air may look inviting to Mickey, they also look pretty good to a moose! If a moose should chase after you — keep running! You won't have time to duck or throw marbles, so just run and jump over any obstacles. Oh, and avoid the water, too, as it'll only slow you down.

Hint: to keep ahead of a charging moose you're going to need energy, so catch all the green apples you can — or that angry moose may catch you!



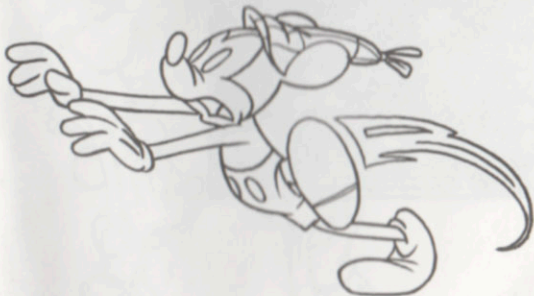
Fourth Feature: "Lonesome Ghosts" (1937)

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Ghost pranksters have called the Ajax Ghost Exterminators in order to have some fun scaring Mickey, Donald and

Goofy. That was many years ago, but the troublesome ghosts are still here in their haunted house! Watch your step — things are not what they seem. Ghosts are likely to appear out of thin air and disappear before you can say "Eeeeeee!" Keep your wits about you, Mickey — remember, you need all the help you can get.



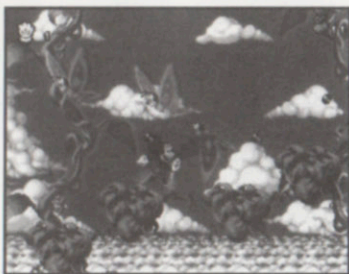
Fifth Feature: "Mickey and the Beanstalk" (1947)

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Goodness! Those beans must have been magic after all! Look at the huge vine that's grown up into the clouds. In fact, this whole place is giant-sized.

Just look at those giant butterflies, dragonflies, beetles and tulips!

As if that wasn't enough, Mickey may have to push some things around and do some gardening to get where he wants to go. And did we mention Willie the Giant? After all, it is his castle.



Sixth Feature: "The Prince and the Pauper" (1990)

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This must be the final feature as Mickey is almost back to his own time. Unfortunately, Pete's weaselly palace guards

aren't going to make it easy for him to finish the film. Flying knives, flaming pits, crushing walls, and spinning spears are just the beginning. And right when you think it's all over, here comes the biggest, meanest Pete Mickey's ever seen...



Mickey Mania Credits

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Written and Designed by
Jon Burton and Andy Ingram
of Travellers Tales

SONY IMAGESOFT

Executive Producer
Rich Robinson

Senior Producer
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Associate Producer
David Poe

Designed by
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Project Specialist
Pam Darley

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Terry Shakespeare

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Dave Kuhn
Mike Milo
David Molina
Natasha Sasic
Terry Shakespeare
Shane Zalvin

Special Effects Assistant
Kathy Burton

Final Checking
Carla Washburn

Production Coordinator
Robert Rose

Production Accountant
Patrice Monis

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U.K. Quality Assurance
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Jenny Newby
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Music Driver
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Special Thanks to John Rostron

External Evaluations
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Tour Management
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Kirstie Beamish

Notes

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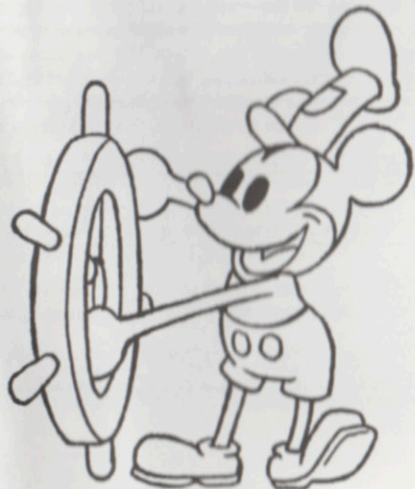
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Notes



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