

SEGA
GENESIS

TRAMPOLINE TERROR!™



INSTRUCTION
MANUAL

DREAMWORKS

6104

TRAMPOLINE TERROR!™

INSTRUCTION MANUAL



©1990 Toy Soldiers, Inc. All Rights Reserved. SEGA™ and GENESIS™ are trademarks of Sega Enterprises Ltd. TRAMPOLINE TERROR and DREAMWORKS are trademarks of Toy Soldiers, Inc., 10201 Wayzata Blvd., Minnetonka, MN 55343.

Licensee: Nippon Computer Systems Corporation, Japan.

Distributor: DreamWorks, a division of Toy Soldiers, Inc.

This game is licensed by Sega Enterprises Ltd. for play on the SEGA™ GENESIS™ System.

CONTENTS

Loading Instructions/Starting Up.....	2
Trampoline Terror™, The Game.....	3
Getting Started.....	4
Taking Control.....	5
Lives...And How To Lose Them.....	7
Playing The Game.....	7
Special Switch Plate Settings.....	9
Know Your Enemies.....	10
Record Your Scores.....	13

Trampoline Terror™ is a fast-paced, action-packed game that will keep you entertained for hours. It's a game that's easy to learn, but hard to master. The game is played on a trampoline, and you'll be jumping all over the place. The game is played on a trampoline, and you'll be jumping all over the place. The game is played on a trampoline, and you'll be jumping all over the place.

There are four different levels of difficulty, and you can choose the one that's right for you. The game is played on a trampoline, and you'll be jumping all over the place. The game is played on a trampoline, and you'll be jumping all over the place. The game is played on a trampoline, and you'll be jumping all over the place.

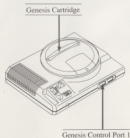


Loading Instructions/Starting Up:

- 1) Make sure the power switch is OFF.
- 2) Insert the game cartridge in the Genesis System (shown below) as described in your GENESIS SYSTEM manual.
- 3) Turn the power switch ON. If nothing appears on the screen, recheck insertion.

IMPORTANT: Always make sure that the system is turned OFF when inserting or removing your Genesis Cartridge.

For 1 Player: Press Start Button on Genesis Control Pad 1.



TRAMPOLINE TERROR™

Ahas, the most beautiful planet in the solar system, is in serious trouble. The evil Balos empire has surrounded the planet with a menacing, grid-like fortress. It's a strange grid with trampoline sidewalks, exploding switches and really weird creatures ready to defend it to the death. If that's not bad enough, Ahas's Queen Carina has been kidnapped by the Balos bad guys. Without the sunlight blocked by the enemy fortress grids, Ahas will turn cold and all its life will die. And what's a planet without a queen? Who can stop them?

You, of course. You are the fearless gymnast known as the Trampoline Terror. You are not afraid of heights. You can run, jump and maneuver where ordinary men dare not go. The alien invaders only make you laugh. Ha! Plus, the queen is your close, personal friend and is very irritated that you have not rescued her yet.

The Balos grid has 33 levels... each one more grueling, more difficult to negotiate and filled with more weird extraterrestrial wildlife than you can imagine. To destroy each grid, you must find the colored switches and activate them with a touch so they explode. If you can find and detonate every switch, the grid will self destruct and you go to the next grid. Beat the Balos Supreme Commander and the planet will be safe!

Mess up, goof off or otherwise fail to pay attention... and Ahas is doomed to a dark, cold sleep. And then the queen will really be mad! Better start now!



GETTING STARTED

At the title screen, you may select either **START** or **OPTION**. Chose either one with the D Button and press the Start Button.

Start:

Puts you at the beginning of the game.

Option:

Using **OPTION** allows you to change and examine various features of the game.



PLAYER: Allows you to begin a game with 3, 4 or 5 lives.

MUSIC TEST: Use this feature to hear the music from Trampoline Terror.

S.E. TEST: Listen to the sound effects of Trampoline Terror.

EXIT: Returns you to the title screen.

Make your **OPTION** selections by moving the D Button up, down, left and right. Press the Start Button at **EXIT** to return to the title screen to begin a game.

TAKING CONTROL

Trampoline Terror is a 1 player game. Make sure your Control Pad is plugged into the Control Port 1 on your GENESIS system.

Genesis Control Pad:



D Button:

Moves the Trampoline Terror (that's you!) UP, DOWN, LEFT, RIGHT and ALL DIAGONALS.

Start Button:

Starts Game & Pauses Game.

A Button:

To JUMP.

B Button:

To THROW P-Balls, when you have them.

C Button:

To JUMP, same as A Button.

**High:**

The high score so far.

Score:

Your current score.

Switch:

Shows how many switches you have left to set, and what color switch you just set.

Life:

How many lives you have left.

P-Ball:

Shows how many P-Balls you are carrying, up to 4.

The Trampoline Terror: *That's You!*

LIVES...AND HOW TO LOSE THEM

You begin Trampoline Terror with 3, 4 or 5 lives, depending on what you select from the OPTION menu. You lose a life if you fall off the trampoline grid, or if an enemy touches you.



If you lose all your lives, you have the option to continue or start a new game. To use the continue feature, select it with

the D Button and press the Start Button before the timer reaches zero. If you have used all your continues, you have no choice but to start a new game.

**PLAYING THE GAME**

The object of Trampoline Terror is to touch all the switches on each grid level, exploding the grids. Each grid is composed of an area that measures 16 x 16 squares. Most have something in them. Some are empty and must be avoided or jumped over. But in general there are four different types of floors:



TILE

The basic tile has little spring, so you will not be able to jump very high on them. Some are springier and will let you bounce in place. They never fall through, although some of them do move from place to place.



SWITCH PLATE

You must touch a certain number of these per grid to make it self-destruct. Activating the switch plates in certain orders will give you special effects and bonus



points. Remember that switch plates explode after you set them. You have about six seconds to move or whatever.

SPECIAL SWITCH PLATE SETTINGS

You can set the switches in any color order and clear the round. However, setting the colors in certain orders will get you higher scores and have special effects.

	1x	2x	3x	4x
GREEN	Score Up	Score Up	Tramp Colors Improve 1x.	Extra Life
BLUE	Score Up	Score Up	No Enemies	Round Clear
YELLOW	Score Up	Score Up	Score Up	Score Up
RED	Score Up	Score Up	Enemies Freeze for short time.	Destroys All Enemies.



Trampoline

What this game is named for (besides you!). You will see many different colored trampolines in the game. You can run across any of them without the tramps changing colors. But if they change colors, they lose a life and

eventually break through! The life expectancy of a tramp is measured in colors like this: green-blue-yellow-red. A red tramp has one jump left on it. Then it breaks through. A second bounce on a trampoline will take you higher, allowing you to cross areas you normally could not jump across...areas one square apart separated by thin air.



Teleporter

The teleporter square is hard to find and does not exist in every grid. Finding it will take you to another part of the grid. The same two teleporter squares are always connected, so one takes you to the other.



P-Balls

P-Balls are your only weapon in Trampoline Terror. You will find them in every round, almost, and can carry up to 4. They look like balls on springs and can be thrown to any square immediately to the front, rear, left or right of you, depending

on which way you are facing. On trampoline surfaces, your thrown P-Ball will bounce until it either hits a non bouncing square or falls off the edge. If it stops before going over, you can use it again and again...as long as you can pick the P-Ball up by running over it. If you bounce the P-Ball along the tramp surfaces and take out multiple enemies, you will get special bonus points!

KNOW YOUR ENEMIES

Here are some of the wacky, weird creatures you will face in Trampoline Terror. All can be destroyed by P-Balls.



Turtle Patrol

These irritating little creatures patrol the grids and will follow you from switch to switch. They are easily beaten with P-Balls, but are replaced quite quickly on the grids.



Roboto

Robotos blindly follow the squares in aimless patterns. Easy to beat.



UFO

Watch out for flying saucers. They will home in on your position and approach from diagonals. Tricky to beat and to avoid!



Bullit Head

It has your name on it, as well as a nasty snarl! This creature will move along rows of squares and zap you when you least expect it.



Rabbit

It looks like a rabbit, sort of, and moves in set patterns. It won't chase you, but can catch you by surprise.



Foot Soldiers

There are two kinds of soldiers. They will chase you with varying degrees of speed. If you are quick, you can jump over them. But a P-Ball is a better defense.



Warping Bat

Though it will not chase you, this bat can suddenly appear right in your path. It is hard to kill with a P-Ball because it flickers in and out of existence so rapidly.



Bomber

Explodes when hit. Don't get too close!



Looper

Flies in circles that intercepts your path. Tough to hit with P-Balls.



Driller

This creature makes life difficult by opening the trampolines in front of you! Destroy it as soon as you see it or your path may be blocked.



Evil Commander

You will have to hit this big boy many times...in all of his weak spots. But can you get to the center of his weakness?

SCORES

DREAMWORKS LIMITED WARRANTY

DreamWorks warrants to the original purchaser of this DreamWorks product that this cartridge is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This DreamWorks product is sold "as is", without expressed or implied warranty of any kind, and DreamWorks is not liable for any losses or damages of any kind resulting from the use of this product. DreamWorks agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, this DreamWorks product when returned to a DreamWorks authorized dealer, with dated proof of purchase.

This warranty shall not be applicable and shall be void if the defect in this DreamWorks product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE DREAMWORKS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL DREAMWORKS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS DREAMWORKS PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

DreamWorks, A division of Toy Soldiers, Inc.
10201 Wayzata Blvd., Suite 150
Minnetonka, MN 55343
Tel.: (612) 591-0609

©1990 Toy Soldiers, Inc. All Rights Reserved.

SEGA™ and GENESIS™ are trademarks of Sega Enterprises Ltd.
TRAMPOLINE TERROR and DREAMWORKS are trademarks of Toy
Soldiers, Inc., 10201 Wayzata Blvd., Minnetonka, MN 55343.

Licensee: Nippon Computer Systems Corporation, Japan.

Distributor: DreamWorks, a division of Toy Soldiers, Inc.

This game is licensed by Sega Enterprises Ltd. for play on the
SEGA™ GENESIS™ System.