

COMING SOON FROM ABSOLUTE!

GENESIS™

Home Improvement

TV's smash-hit sitcom comes to the Genesis! Tim Taylor, seasoned tool connoisseur and hero of real men everywhere (or so he

-thinks) is a master craftsman

and host of the popular "Tool Time" cable show.

But you can bet that before this game is over, his character and masculinity will be tested as never before!

On hand for the action is trusty "Tool Time" sidekick, Al, and the entire Taylor clan. It's a wild, knock-down, drag-out brawl of man vs. machine that no one will want to miss!



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EmuMovies

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SEGA™

GENESIS™

GOOFY'S
HYSTERICAL
HISTORY TOUR



INSTRUCTION MANUAL



ABSOLUTE™

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



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 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.**

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively in 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 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.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.



ABSOLUTE

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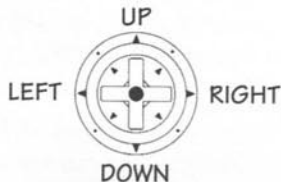
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Powering Up

1. Make sure the power switch of your *Sega Genesis Game System* is **OFF**.
2. Insert the **GOOFY'S HYSTERICAL HISTORY TOUR** cartridge into the Genesis unit as described in your Genesis instruction manual.
3. Turn the power switch **ON**. If nothing appears on the screen, turn the power switch **OFF**, remove the cartridge, and try again.
4. A brief sequence of logos will appear, followed by the **Title Screen**.
5. **TO START:** Push the **START BUTTON** on the game controller.

Controlling Goofy

At the start of the game, the controller will automatically be arranged in this configuration (see **Game Options** on page 6 for details on customizing your controller):



D-PAD (Directional Pad):
Moves Goofy.

START BUTTON:
Pauses; displays
Status Bar 2.

BUTTON C:
Makes Goofy jump.

BUTTON B:
Uses selected
Extend-O-Hand
attachment.

BUTTON A:
Selects an Extend-O-Hand
attachment from Status Bar 1.

Game Options

At the bottom of the **Title Screen**, three choices will appear: **START GAME**, **OPTIONS**, and **HELP**. Use the **D-PAD** to move through these choices, and press **BUTTON A, B, or C** to select one of them.

- Selecting **START GAME** will begin the introductory story of Goofy at the museum. You can fast-forward through this story by pressing **BUTTON A, B, or C**, or go directly to the beginning of game play by pressing **START**.
- Selecting **OPTIONS** will bring up the **Options Screen**, where you can customize your controller configuration, change the difficulty level of the game, and sample the game's music and sound effects.

Press **UP** and **DOWN** on the **D-PAD** to move through the options, and **BUTTON A, B, or C** to select one of them.

After you have made all of the adjustments to the game that you wish to, you can leave the **Options Screen** by selecting **EXIT**.

- Selecting **HELP** will bring up screens that will show you some of the contraptions and characters Goofy will encounter during his adventure. This screen also tells you which of these will help Goofy, and which of them Goofy should avoid. The **START BUTTON** will advance these screens. After each one has been displayed, you will be returned to the **Title Screen**. To review these screens, select **HELP** again and repeat the process.

Goofy's Last Chance

On the eve of the big opening of four brand new exhibits at the Ludwig Von Drake History Museum, Professor Von Drake wants everything to be just right. So he's decided to have a heart-to-heart talk with one of his janitors—Goofy!



The professor tells Goofy that this is his last chance to prove himself. Goofy's blundering has been slowing down the general upkeep of the museum. The other janitor—

that nasty old Pete, Goofy's longtime arch-rival—has been letting the Professor know about all the slip-ups Goofy's been making. If anything goes wrong with the debut of those exhibits tomorrow because of Goofy's goofiness, the Professor will have no choice but to fire him!

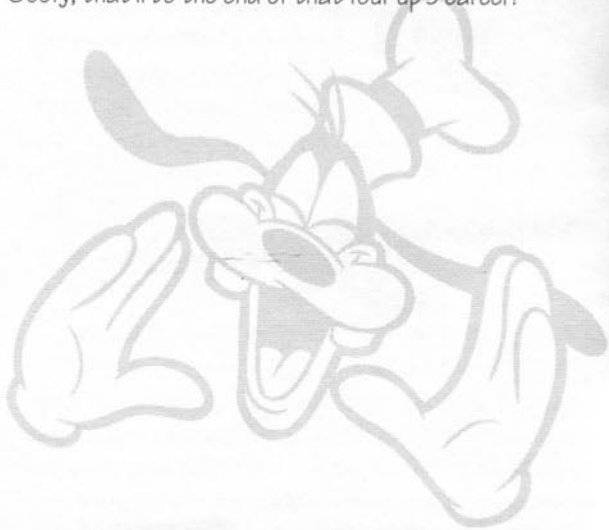
But Goofy knows that he can do the job. His new invention, the Extend-O-Hand, has tons of attachments designed to make his custodial duties easier to perform. The Professor is impressed with the Extend-O-Hand and Goofy's initiative, and tells him that if he and his new tool can get the job done tonight, he'll not only get to keep his job, but he'll be promoted to Head Janitor!

Nothing could make Pete angrier than that! He's been hiding nearby and eavesdropping on this entire conversation! How could a klutz like Goofy deserve anything, even with that stupid Extend-O-Thingy?!



Goofy's Last Chance (Contd.)

An idea forms in Pete's mean mind about how he can switch things around to make Goofy look bad in front of the Professor. That would get him fired and out of Pete's hair forever! So Pete decides to move pieces of the new exhibits around—hats or headgear, to be exact—so that they end up in the wrong time periods. When the Professor thinks that the opening has been ruined by Goofy, that'll be the end of that foul-up's career!



A Harrowing Safari Through History's Hallowed Halls

There are four main exhibits in the museum: Prehistoric, Medieval, Colonial America, and the Wild West. Goofy's cleaning routine takes him to each one of them, but those exhibits are just so darned interesting, he can't help but daydream about what life would have been like if he'd lived way back then.

Poor Goofy's just being himself, but when he doesn't pay attention, things are bound to go wrong—and that's exactly what happens. Each of his daydreams leads to an accident that knocks Goofy silly and makes him imagine he's actually a part of the exhibit he's been cleaning! Then it's up to him to travel through that exhibit world, avoiding all sorts of trouble, including some of Pete's ill-tempered ancestors.

It's only at the end of that exhibit world, when Goofy battles Pete's distant relative one last time, that Goofy can find the out-of-place hat Pete's hidden there.

Can Goofy do it? Only you can help him!

Pete's Nasty Buddies

Each exhibit world is ruled by one of Pete's distant—but just as mean—relatives. Helping these Petes to keep Goofy from recovering the missing museum pieces are an obnoxious bunch of baddies—most notably a pesky pack of weasels. Luckily, Goofy has his Extend-O-Hand and various other objects scattered throughout time to assist him in defeating these scoundrels.

Some of these nasties are tougher to beat than others; Goofy should try his Extend-O-Hand, Goofttraptions, and even jumping on these enemies (or any combination of these methods). It's up to you and Goofy to experiment and find the best way to get past these guys. (For more on the dangers that lie in wait for Goofy, see the exhibit world descriptions on pages 26–32.)



The Extend-O-Hand

Goofy really outdid himself with his latest invention. There's almost nothing the Extend-O-Hand can't do!



It will serve Goofy well as he blunders through his imaginary time trip. In his dreams, Goofy will find many useful attachments for the Extend-O-Hand that will help him fight off Pete and his fiendish friends.

But remember that each attachment only has a limited number of uses! Once the number of an attachment reaches zero, Goofy will have to find another one somewhere before he can use it again.


The Extend-O-Hand attachment currently in use is displayed on **Status Bar 1** at the bottom of the screen. Pressing **BUTTON A** will allow you to cycle through the Extend-O-Hand attachments Goofy has available, and also see how many uses are left on each one. (See page 22 for more on **Status Bars**.)

Remember: picking up an Extend-O-Hand attachment places it in the Extend-O-Hand inventory but **does not** change the Extend-O-Hand attachment Goofy is currently using.


The Extend-O-Hand (Contd.)

These are the different Extend-O-Hand attachments that Goofy can discover, and how he can use them:


White Glove

- 
- Has an unlimited number of uses.
 - Can be used against Goofy's foes.
- Grabs Yellow Goof Cubes so Goofy can hop onto them, or so he can swing over obstacles (see pages 23–24 for more on Goof Cubes).
 - Can be aimed in five directions. Use the **D-PAD** to point in the direction in which you want the glove to be extended, and then press **BUTTON B** to engage the tool.
 - Can trigger Gooftraptions (see pages 18–20).


Boxing Glove

- 
- Has a limited number of uses.
 - Can be aimed in five directions. Use the **D-PAD** to point in the direction in which you want the glove to be extended, and then press **BUTTON B** to engage the tool.
 - Stronger than the White Glove when used against Goofy's foes.
 - Can move around or explode certain Goof Cubes (see pages 23–24).

Boot

- 
- Has a limited number of uses.
 - Helps Goofy jump higher than he normally can.
 - Can only be used in the **DOWN** direction.
 - Can move around or explode certain Goof Cubes (see pages 23–24).

Propeller

- 
- Can only be used for a limited time.
 - Lets Goofy fly over obstacles.
 - Moves Goofy through tight spots where he normally wouldn't fit.
- The more Propellers Goofy finds, the longer he will be able to stay airborne.

To use the Propeller to fly:

- Select the Extend-O-Hand Propeller, press the **D-PAD UP**, and press and hold **BUTTON B** to take off.
- Press **RIGHT** or **LEFT** on the **D-PAD** to control Goofy's direction.
- To keep Goofy airborne, hold down **BUTTON B**. Let go of **BUTTON B** and he'll start to float down. This way, you can move Goofy up and down as he goes along.

The Extend-O-Hand (Contd.)

To use the propeller to fly (contd.):

Release **BUTTON B** for a few moments longer and the Extend-O-Hand Propeller will retract, causing Goofy to quickly fall back to the ground.

To use the Propeller to help move Goofy faster along the ground:

- Select the Extend-O-Hand Propeller, press the **D-PAD LEFT** or **RIGHT**, and press and hold **BUTTON B** to start Goofy off.
- Press and hold **LEFT** or **RIGHT** on the **D-PAD** to control Goofy's direction.
- If Goofy is standing, he'll be pulled slowly in whatever direction he's facing.
- If Goofy crouches while using the Extend-O-Hand Propeller, he'll move very quickly across the screen and will be able to squeeze through some really tight spots.

When the Extend-O-Hand Propeller retracts after flying or pulling Goofy along the ground, it saves whatever power the Propeller has left until Goofy needs it again.

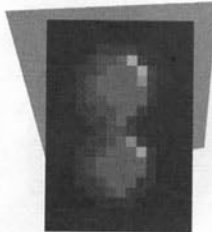


Goofball Glove

- Has a limited number of uses (can be selected as long as Goofy has at least one Goofball available).
- Press **BUTTON B** to make Goofy throw Goofballs (see page 17) at enemies.

Goofy Gatherables

Even in his dreams, Goofy's custodial skills come in handy. That means he's always on the lookout for stuff lying about that needs to be picked up. These gatherables can come in handy on Goofy's quest to collect all the misplaced hats.

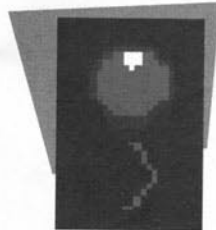
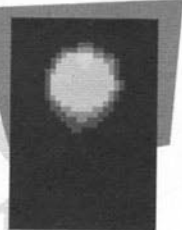


Goobers

Make Goofy run into these peanuts—they will restore one tick of his power!

Yellow Balloons

Touch these to make them pop and shoot wildly off the screen. If Goofy deflates 50 yellow balloons, he'll get an extra try!



Blue Balloons

Popping one of these gives Goofy the equivalent of 5 yellow balloons.

Goofy Gatherables (Contd.)

GOOF

Goof-Ups

Whenever Goofy sees the word "GOOF," he should run toward it and touch it right away to make it float up. Now Goofy is restored to full power!

Banana Peel

In his dreams, Goofy's klutziness is a big help. Instead of putting him out of action when he slips on them, these banana peels send him rolling

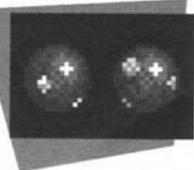
through any opponents in his path. When Goofy's in this tumble, he's invincible and nothing can harm him!



Goofballs

These rotating blue balls have two uses. To use them against Goofy's enemies, select the Goofball Glove attachment on the Extend-O-Hand. Press **BUTTON B** to throw Goofballs at enemies.

Goofy can also save his Goofballs to get big bonus points for them instead of using them against his enemies (see page 21). To do this, he must deposit them in any Goofball Funnel Goofturbation he comes across during the course of the game (see page 18 for more on Goofball Funnels).



Gooftraptions

Goofy worked hard on building his Extend-O-Hand, and he has plenty of other ideas for more inventions—Gooftraptions, as he likes to call them. Since those ideas are all still in his head, and these adventures take place in his dreams, he might as well use those Gooftraptions to help him!

Throughout the game, Goofy can find six different Gooftraptions. Each Gooftraption is activated in a different way.

Goofball Funnel

Goofy can save his Goofballs to get big bonus points for them instead of using them against his enemies (see page 21 for details on points). To do this, he must deposit them in any Goofball Funnel Gooftraption that he comes across in the course of the game.

To deposit Goofballs in a funnel, move Goofy near the funnel and press **DOWN** on the **D-PAD**. Goofy will then drop a single Goofball into the funnel. Goofy can deposit as many Goofballs as he wants, and can repeat this process until he runs out of Goofballs.

Remember: Goofy can't get back a Goofball once he's dropped it into a funnel, even if he needs it later to fight off enemies.



Birdhouse

Shake Goofy's feathered friends out of their nest with a bop from the Extend-O-Hand's White Glove. Two winged helpers will fly out of their home and follow Goofy around until they see his enemies. Then they'll swoop down and carry away one enemy each!



Factory Whistle

Whack the whistle with the Extend-O-Hand's White Glove and it'll let out a scream, fooling Goofy's foes into thinking it's quitting time! They'll stop dead in their tracks and give Goofy the chance to get around them or clobber them with the Extend-O-Hand!



Cuckoo Clock

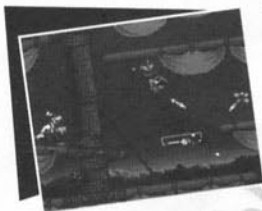
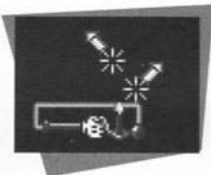
Hitting this clock with the Extend-O-Hand's White Glove releases a bowling ball in the direction the clock is facing. The ball will drop out and roll around Goofy, knocking away any bad guys it touches.

Gooftraptions (Contd.)

Fireworks

These two rockets poised over a glove holding a lit candle are Goofy's most powerful Gooftraption. When Goofy strikes the hand with the Extend-O-Hand's White Glove, the candle will light the fuses. The

rockets will blast off and follow Goofy around in a shower of sparks, removing any bad guys they meet until they run out of fuel!



Goofball Popper

A slap of the Extend-O-Hand's White Glove will start up this wacky little machine, making it churn out two fresh Goofballs that will bounce around Goofy and take out any enemies they collide with!



Points and Extra Tries

Goofy begins every game with 4 tries. During the course of his adventures, Goofy can win extra tries by earning enough points, popping enough balloons, and getting them from his pals.

Points

Goofy will receive points for various actions throughout the course of the game. One way for Goofy to earn points is by defeating his enemies. Here are some of the point values Goofy can earn for defeating certain enemies:

Western Gunslinging Weasel = 250 points

Boomerang Mushroom = 100 points

Medieval Shield-Throwing Weasel = 100 points

Colonial Thundercloud = 250 points

Pete's Ancestors (Any Time Period) = 1,000 points

If Goofy gets enough points, he earns an extra try. He'll also get bonus points for any Goofballs he's deposited in the Goofball Funnels. All of these points count toward an extra try.

50,000 points = Extra Try

Each Goofball Saved in Funnel = 1,000 points

Popped Balloons

If Goofy can pop 50 of the yellow balloons that he sees floating around in his dreams, he'll get an extra try.

Remember: a blue balloon is worth 5 yellow balloons.

Goofy's Pals

If Goofy can find his friends during his adventures, they'll help him out by giving him an extra try (see page 25).

Status Bars

There are two status bars that display game information. They are both displayed at the bottom of the screen. During game play, **Status Bar 1** is displayed; to see **Status Bar 2**, press **START** anytime during play. The game will pause and **Status Bar 2** will appear.

Status Bar 1

The current number of Goofballs available for use against Goofy's enemies.

The Extend-O-Hand attachment currently selected and how many uses it has left.



The number of balloons Goofy has popped. Remember: popping 50 yellow balloons will give Goofy an extra try.

The number of power Goobers Goofy has left. Remember: when all 5 Goober ticks disappear, Goofy loses 1 try.

Status Bar 2

Goofy's current score.

The number of Goofballs deposited in the Goofball Funnels.



The number of tries Goofy has left. Remember: Goofy starts the game with 4 tries. He can win more by earning points, popping balloons or finding his pals.

Goof Cubes



From time to time, Goofy will come across yellow cubes and blue cubes—Goof Cubes—that can help him along in his quest through time.

Yellow Goof Cubes

These can be grabbed with the Extend-O-Hand's White Glove attachment. Once Goofy grabs a Yellow Goof Cube with the White Glove, he can either swing back and forth from it over obstacles, or pull himself up onto it and out of the way of an enemy.



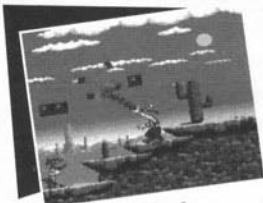
To make Goofy swing from a Yellow Goof Cube:

- Aim the Extend-O-Hand's White Glove attachment diagonally at the Yellow Goof Cube.
- Press **BUTTON B** to grab hold of the cube.
- Hold down **BUTTON B** to swing from the cube, and release **BUTTON B** to drop back to the ground.

To pull Goofy up onto a Yellow Goof Cube:

- Position Goofy beneath the Yellow Goof Cube.
- Hold down **UP** and the **D-PAD** and press **BUTTON B** to grab hold of the cube.
- Hold the **D-PAD UP** and release **BUTTON B** to make Goofy pull himself up onto the cube.

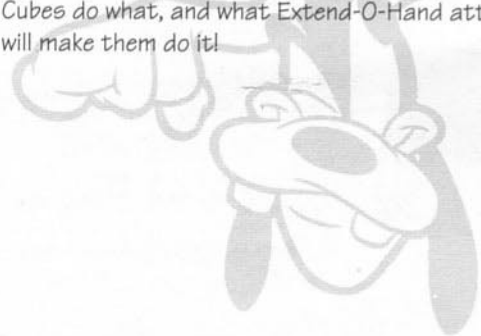
Goof Cubes (Contd.)



Blue Goof Cubes

Goofy will never know what these cubes will do until he hits them with one of the Extend-O-Hand attachments. They might be plat-

forms that Goofy can use to walk on, or walls that will get in Goofy's way. Some have Goofy Gatherables hidden inside them that will pop up once Goofy hits them. Some can be moved around the screen. Some of them explode! It's up to Goofy to explore and experiment to find out which Blue Goof Cubes do what, and what Extend-O-Hand attachment will make them do it!



Goofy's Pals

While he's pretty much on his own throughout this misadventure, there are ancestors of some of Goofy's modern-day pals who can help him in each of the exhibit worlds. They're not easy for Goofy to find, but when he does, they'll be glad to say hello and help him out by giving him an extra try!

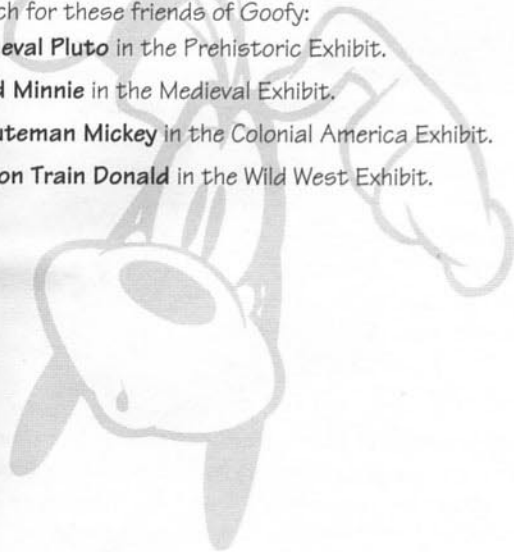
Watch for these friends of Goofy:

Primeval Pluto in the Prehistoric Exhibit.

Maid Minnie in the Medieval Exhibit.

Minuteman Mickey in the Colonial America Exhibit.

Wagon Train Donald in the Wild West Exhibit.




The Medieval Exhibit

Goofy's Dally in the Dark Ages

On his way to storm the dark, horrible castle of Sir Pete the Rotten-Hearted, Goofy will have to cross the castle's slimy moat and then catapult himself over the wall to make his way to the castle's tower. Watch for the following things along the way, and remember to keep an eye out for the descendants of any of the beasties Goofy ran into in the Prehistoric Exhibit.




The Moat with the Most



All kinds of things are floating in this moat that can keep Goofy from his ultimate goal. This is where Goofy will experience underwater adventures with slides and secret rooms! Keep an eye out for electric eels, inner tubes, and the ever-present weasels!

Weasel Guards



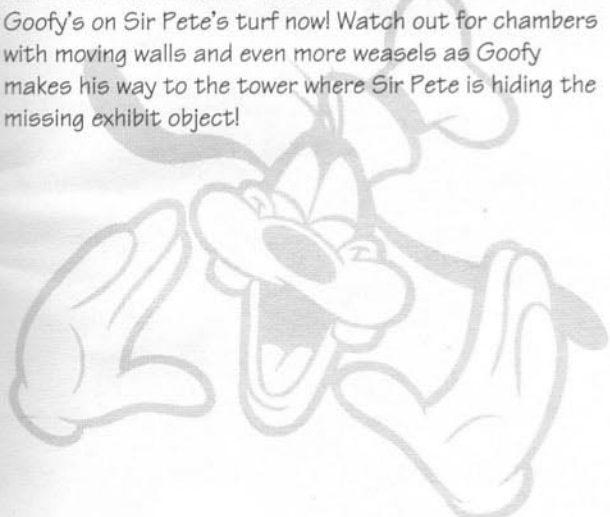
Be extra alert around the weasel guards that patrol Sir Pete's castle. They're everywhere, and they'll try to stop Goofy by throwing their shields and using crossbows to shoot apples!

Goofy at the Gate!

To get to the outer wall of Pete's castle, Goofy must stand on the catapult and use the White Glove attachment of the Extend-O-Hand (see page 12) to trip the catapult's lever and send him into the air. Use the boulders that the weasels shoot at Goofy as platforms to help him go farther up the castle wall.

Sir Pete's Home Is His Castle

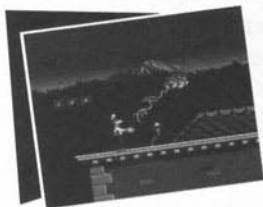
Goofy's on Sir Pete's turf now! Watch out for chambers with moving walls and even more weasels as Goofy makes his way to the tower where Sir Pete is hiding the missing exhibit object!



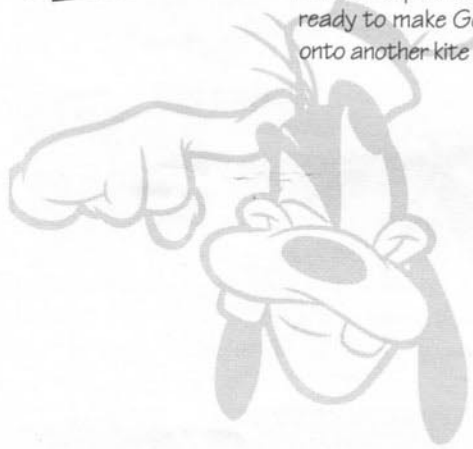
The Colonial America Exhibit

We Hold These Goofs To Be Self-Evident

Goofy's next daydream takes him into America's colonial days, when our country won its independence!

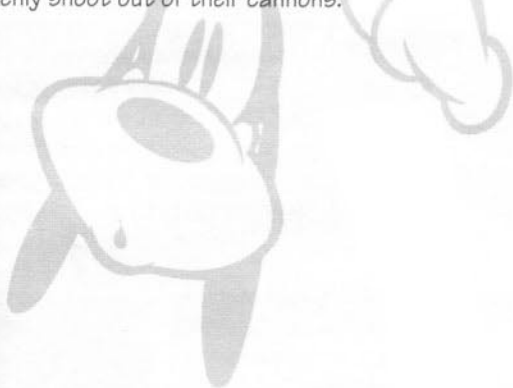


High over the colonial town, Goofy must negotiate the rooftops by dodging steeples and lovesick birds. Goofy can use kites to help him get from place to place, and gusts of wind to help him float! Be ready to make Goofy jump onto another kite if he needs to!



The Weasels Are Coming! The Weasels Are Coming!

After his aerial adventure, Goofy has to make his way through Peg-Leg Pete's Pirate Ship! But there's more of Pete's musket-toting weasel buddies there to throw Goofy the rudest tea party in history! They'll try to stop Goofy with cratefuls of tea. Watch for Goofy Gatherables that the weasels may mistakenly shoot out of their cannons.



The Wild West Exhibit

Go West, Young Goof

Back in the Old West, Goofy finds himself in the desert, where he has to keep away from cacti and those wily weasels working for Gunslinger Pete! To find the missing museum piece, Goofy must work his way toward Pete's wagon train. It's bound to be the wildest ride this side of the Mississippi, but be ready in case Goofy moseys along into any of these:



Wagon Weasels

This is one ornery posse of them wretched rodent varmints. These fellers are twice as mean as rattlesnakes, and prowl the desert looking to stop Goofy.

Mounted Weasels

Skilled horseback-riding weasels alongside the wagon train will try to knock Goofy down with their cork guns. Goofy has to avoid these corks or he'll be run out of town!

If Goofy can get past all this pioneer peril and take care of that lowdown dirty skunk of an hombre, Gunslinger Pete, he'll recapture the final missing exhibit hat and save the day...and his job!

Credits

Concept & Story:

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Dan Kitchen

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Bill Jannott
Michael Fernie
Roger Amidon
Mark Beardsley

Additional Programming:

Henry C. Will IV

Graphics & Design:

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Gregory A. Faccione
Amy Bond
Ross Harris
Jennifer MacDonald
Ray Bradley
Dan Peters

Cel Animation:

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Tom Tobey
Dora Leung

Additional Design:

Henry C. Will IV
W. Marshall Rogers

Technical Director:

Henry C. Will IV

Creative Director:

Dan Kitchen

Art Director:

Glen A. Schofield

Audio Director:

Mark Van Hecke

Music:

Mark Van Hecke

Sound Effects:

Jim Wallace

Disney Producer:

Dean Lester

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Instruction Manual:

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Special Thanks to:

Patrick Gilmore
Susan Fuller
Cathy Fortier
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GOOFY'S HYSTERICAL
HISTORY TOUR
GENESIS™
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Absolute Entertainment, Inc.'s Limited 90-Day Warranty

Absolute Entertainment, Inc. warrants to the original purchaser of this video game computer program ("Program") that the cartridge ("Cartridge") on which the program is embodied will be free from defects in materials and workmanship for a period of ninety (90) days from the day of purchase. If your Cartridge becomes defective during that period, Absolute Entertainment, Inc. will replace it free of charge. To replace a defective Cartridge during the warranty period, mail the entire Cartridge, proof of your purchase with the purchase date circled, a brief statement describing the defect, and a large, self-addressed stamped envelope to:

Warranty Officer
Absolute Entertainment, Inc.
10 Mountainview Road
Suite 300 South
Upper Saddle River, NJ 07458
(201) 818-1141

If your Cartridge fails after the end of the 90-day warranty period, you may return it to Absolute Entertainment, Inc. at the address above along with a check or money order for \$25.00, a brief statement describing the defect, and a large, self-addressed stamped envelope. This offer to repair or replace the defective Cartridge after the end of the 90-day period may be withdrawn at any time without notice.

We recommend that defective Cartridges be packed carefully and sent by certified mail, return receipt requested. Absolute Entertainment, Inc. will not be responsible for mailing defective Cartridges until they have been received by us at the above address. This warranty is limited to the Cartridge as originally supplied by Absolute Entertainment, Inc. and is not applicable to the Program embodied on the Cartridge. This warranty will not be honored if the defect has arisen through abuse, mistreatment, improper care of the Cartridge, neglect, or normal wear and tear.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATIVES OR CLAIMS OF ANY NATURE WILL BE BINDING ON OR OBLIGATE ABSOLUTE ENTERTAINMENT, INC. IN NO EVENT WILL ABSOLUTE ENTERTAINMENT, INC. BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS CARTRIDGE OR PROGRAM, INCLUDING DAMAGE TO PROPERTY, AND TO THE EXTENT PERMITTED UNDER THE LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ABSOLUTE ENTERTAINMENT, INC. HAS BEEN PREVIOUSLY ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. THE PROGRAM IS SOLD "AS-IS" AND NO WARRANTIES EXPRESS OR IMPLIED, INCLUDING WARRANTIES FOR MERCHANTABILITY OR FITNESS OR PURPOSE, WILL BE APPLICABLE.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES. SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES. SO THE ABOVE LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIAL LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Goofy Notes



1-800-237-8400 EXT. 201

(VISA and MASTERCARD accepted. A postage and handling charge of \$4.00 will be added to each order. New Jersey residents add 6% sales tax.)
PLEASE NOTE THAT THIS NUMBER IS FOR ORDERS ONLY.
IT IS NOT EQUIPPED TO HANDLE GAME PLAY COUNSELING QUESTIONS.



Patents: U.S. #'s 4,442,486/4,454,594/4,462,076/4,026,555;

Europe # 80244; Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302;

Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999;

France # 1,607,029; Japan #'s 1,632,396/82-205605 (Pending).