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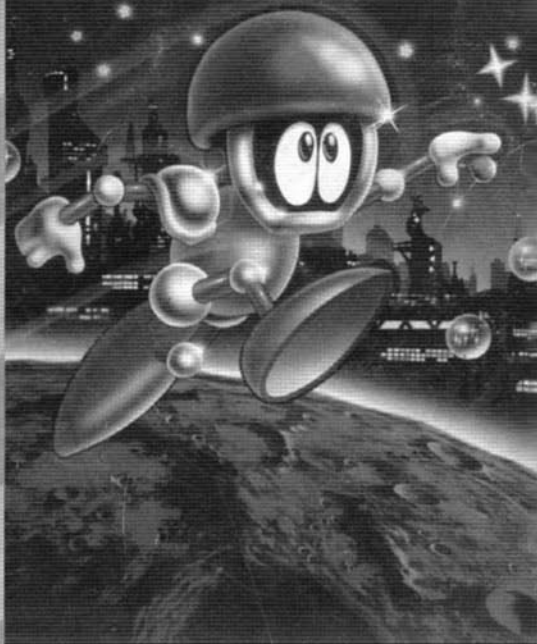
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INSTRUCTION MANUAL

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FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

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.



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.

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 projected 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.

TINHEAD

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TINHEAD

Intro

Once, there was peace in the Galaxy.

Grim Squidge changed all that. The mad, intergalactic goblin escaped from the insane asylum on Centaurus IV and is now loose. Using his fiendish talents of invention, he created a spaceship to suck all the stars out of the Galaxy and trap them in crystal globes. And he did it, too! He then scattered the globes throughout a number of nearby worlds. Now, the whole Galaxy is threatened by a horrible Cosmic Void which will happen soon if the stars aren't returned to their proper place.

Enter Tinhead, Defender of the Edge of the Galaxy!

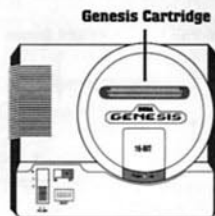
Our friendly little metal-head just happened to be nearby in his remote space station when the nasty Squidge cruised by. Hearing the stars' cry for help, he knows he's the only one who can save the Galaxy by stopping Grim Squidge's diabolical plan. Packing his trusty Bounce Blaster and with the aid of any add-on vehicles he may find, Tinhead must overcome the pesky creatures on four weird worlds. By collecting the stars and defeating the crazed goblin, he can restore order to the Galaxy.

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TINHEAD

Start

Before playing *Tinhead*, there are a few things you'll need to do:



1. Set up your Sega Genesis according to the instructions given in your Sega system manual.
2. Plug a Controller into Slot 1 on your Genesis.
3. Make sure the Power Switch is OFF.
4. Plug the *Tinhead* cartridge into the console and press it down, then turn the Power Switch ON.
5. After the title sequence, press START to go to the Main Screen.

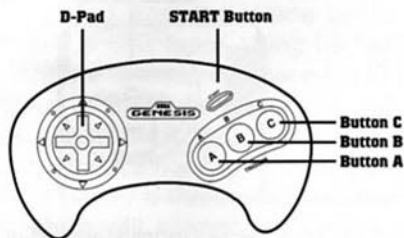
Important Note: If you don't see the intro screens when you turn your Genesis on, turn the Power Switch to OFF again. Check all connections and make sure you set up your Genesis properly. Next, remove the *Tinhead* cartridge and reinsert it, label facing the front. Finally, turn the power back ON. Always turn the power OFF before removing or inserting a Genesis game cartridge.

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Controls

You can control Tinhead's movements using the Control Pad:



D-Pad

- ★ UP—Not used
- ★ DOWN—Makes Tinhead crouch
- ★ LEFT—Makes Tinhead run left
- ★ RIGHT—Makes Tinhead run right

Button A

- ★ Changes shot angle (from Low to Level to High)

Button B

- ★ Fires one shot from Tinhead's head-mounted Bounce Blaster. Holding down the button fires multiple shots. You can have up to 5 shots on the screen if you collect enough Shot Goodies.

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Button C

- ★ Makes Tinhead jump

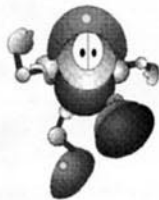
Note: Holding down the Jump button will make Tinhead jump very high. However, if you want to have him perform a really short jump, tap the button lightly. The longer you hold the button down, the higher and farther Tinhead will jump.

The functions of the A, B and C buttons can be switched around from the "Options" selection on the Main Screen.

START Button

- ★ Pauses the game

Tip: When the game is paused, you can use the D-Pad to scroll your view around the screen. This way, you can see upcoming obstacles without running into them first!



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Play!

Now it's time to get into the game.

Starting Off

After the intro screens, you'll see the Main Screen. With the START button, you can choose one of the three options below:



Start

This selection will start a new game of *Tinhead* on World One, Sector One with the currently chosen options.

Enter Password

At the end of each Sector, you get a password. If you lose the game, you can start again at the beginning of the next Sector by entering that password.

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Use the D-Pad to move around and press any button to select a letter. The arrows at the bottom move the cursor left and right in the password. DEL removes the current letter, and EXIT returns you to the Main Screen. OK enters the password and places you in the game at the point where you got your password. If your password is wrong, you might want to check your spelling.

Passwords start you at the beginning of the Level or Sector with 2 Lives, 3 Batteries and 1 Shot.

Options

After pressing the START button to access the Options menu, move the D-Pad left and right to change the selections.



Difficulty

There are two Difficulty levels: Normal and Practice.

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Normal

This is the default and contains all Worlds, Sectors and World Guardians.

Practice

Selecting Practice will eliminate half of each Sector and two of the World Guardians.

Music

Use this to turn the Music in the game ON or OFF.

Sound Test

Choosing this option and hitting the START button gives you two options to listen to sounds and music.

Music Test

Move the D-Pad left and right to listen to the music in the game.

Sound Test

Move the D-Pad left and right to hear the different sound effects.

Exit

This returns you to the Options Screen.

Controls

Push left and right on the D-Pad to change the configuration of the three buttons.

Exit

Select this to return to the Main Screen.

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TINHEAD

Objective



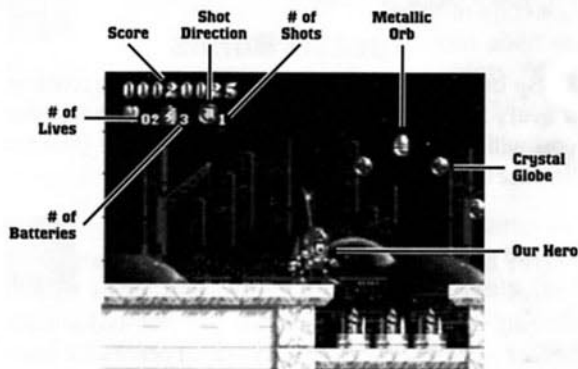
Use Tinhead to break the Crystal Globes and release the stars back to the Galaxy. Each Globe he breaks frees 5 stars.



In addition, you need to find the large, spinning Lucky Star to exit each part of a Sector. Once Tinhead gets the Lucky Star, he can use the Transporter to exit.

At the end of each World, Tinhead must face the Guardian of that World. Defeating the Guardian will allow Tinhead to proceed to the next World.

Game Screen



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Shoot the Baddies

During your travels, Tinhead will run across a number of furious and fantastic monsters. He'll need to dispatch them quickly, since they don't listen to reason. Take care, and try not to get hit.

Bonus Points

At the end of each Sector, you'll get bonus points. There are three types of bonus points: Skill Bonus, Special Bonus and Secret Bonus.

Skill Bonus

You get Skill Bonus points for not getting hit in a Sector. If Tinhead completes a Sector without being hit, you'll get a whopping 10,000 points!

Special Bonus

These bonus points are awarded for Shot accuracy. If every Shot Tinhead fires in a Sector hits a Baddie, you will receive a bonus of 10,000 points! (Special Bonuses range from Puny to Incredible.)

Secret Bonus

Secret Bonus points are given for the number of Secret Areas found and the time it takes to exit through the Transporter. You get points for each Secret Area you find and additional points for leaving an Area with time on the clock.

TINHEAD

Game Over

Your *Tinhead* game is over when one of two things happen: if Tinhead loses all of his Lives or you finish the game by defeating Grim Squidge. You can also end the game by turning off your Genesis.

High Score Screen

If you get a really good score, you may be asked to put your name on the High Score Screen. Use the D-Pad to select letters and any button to input it and move on to the next letter.

Goodies



Goodies can be found in the copper Metallic Orbs scattered throughout each Sector. Some give Tinhead special abilities, some simply give him extra points. After opening an Orb, Tinhead must touch the Goodie to grab it.

Batteries



Tinhead starts out with 3 extra Batteries. (This means he can be hit 4 times before exploding.) Tinhead can collect up to a total of 5 Batteries before he is maxxed out. Each time Tinhead gets hit, he loses 1 Battery.

TINHEAD

Shots



Tinhead only gets 1 Shot to begin the game. Each Shot Globe he collects gives him either 1, 2 or 3 extra Shots to a max of 5. The number of Shots he has determines how many Shots can be on the screen at a time. Whenever Tinhead gets hit or runs into a Baddie, he'll lose a Shot, but he'll always have at least 1 Shot left.

Sparks



If you're lucky enough to find this Goodie, Tinhead will instantly get his maximum of 5 Batteries. Useful!

Hearts



When you pick up a Heart, you increase Tinhead's Lives by 1. Always collect these when you find them!

Vehicles

Sometimes, Tinhead will open an Orb that has a special Vehicle Goodie in it. Each Vehicle has a different purpose, but some are more useful than others. If Tinhead is hit or runs into a Baddie while riding a Vehicle, that Vehicle will go away, but Tinhead won't lose a Battery or Shot.

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There are four different Vehicles that Tinhead can find. (Each Vehicle Goodie looks like a curly arrow.)

Hyper-Hopper



The Hyper-Hopper allows Tinhead to bounce to extraordinary heights—far higher than Tinhead can normally jump. Use the jump button to get this extra bounce. Tinhead can still shoot while riding the Hyper-Hopper.

Rocket Pack



With the Rocket Pack, Tinhead can jet around a Sector with super speed. (Use the Jump button for upward thrust.) Although good to have, it can sometimes be a little difficult to control. As with the Hyper-Hopper, Tinhead is able to shoot while zipping around.

Gyrocopter



The Gyrocopter is the best of the four Vehicles and allows Tinhead to fly or hover about a Sector with ease. The only problem is that Tinhead can't shoot while flying, but he can use the blades of the Gyrocopter to attack Baddies.

Unicycle



When Tinhead is using the Unicycle, he can race along at breakneck speeds. It doesn't allow him to jump any higher than normal, but he does get longer jumps. Also, he can still shoot while motoring about.

Secrets



Touching one of these Goodies will transport Tinhead to a Secret Area. Here, you can collect as many items as possible before exiting through the Transporter. The more items you collect and the more time you have left on the clock, the more points you get! (If you have a Vehicle before entering a Secret Area, you'll get it back when you exit the Area.)

Points

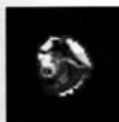


The rest of the Orbs contain various objects (cheese wedges, fruit, dice, etc.) that are worth varying amount of points. Collect these to increase your score.

Baddies

Without nasty creatures to thwart him, Tinhead's mission would be easy. Here are the Baddies he'll encounter on World One.

Orbus



Orbus might look fairly innocent, floating back and forth, but be careful! Just like the other Baddies, it's lethal if touched.

Krystal



Krystal spins really fast and moves back and forth. When it stops, however, it fires out two shots: right and left.

Rokk



Rokk doesn't move on the ground—it leaps through the air! Careful, though: at the top of its leap, it shoots two shots diagonally down.

Spike



Spike won't shoot you, but it does move with uncanny speed. Watch out before you jump; Spike might zip by and hit you before you land.

TINHEAD

Gunky



Gunky seems slow and harmless, but its body is very mutable. Every so often, it stretches up way high and then slowly drops down.

Saw-sir



Saw-sir is the peskiest of the Baddies on World One. It flies around in a circle, shooting as it goes. Do your best to avoid this Baddie.

Worlds

There are four Worlds in *Tinhead*, each progressively more difficult. Every World is broken up into three areas called Sectors, and each Sector has two Stages.

On each Stage of each Sector, Tinhead must collect the Lucky Star and enter the Transporter to exit that Stage.



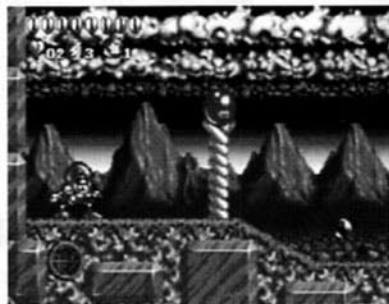
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Once Tinhead finishes the second Stage of the last Sector of a World, he must defeat the Guardian of the World. This will require all his courage and skill, but if he beats it, he will go on to the next World.

World One—Crystal World

This geometric world is filled with crystalline shapes and bizarre lifeforms consisting almost entirely of rock. Gigantic mountains loom in the distance underneath a veil of toxic clouds. Underneath the surface of the world, a sewer system leaks hazardous waste which sinks to the planet's core.

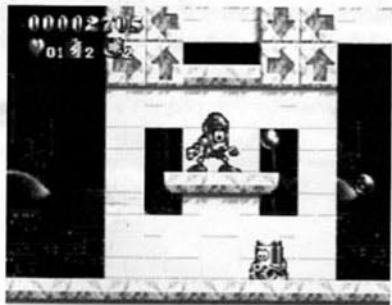


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World Two—Space Port

Built entirely with marble and strange bronze piping, this technological world is home to a curious array of robotic creatures. Monolithic skyscrapers and rocket ships litter the dimly lit background. The barely audible sounds of elevators and escalators add to the mechanical overtones of this world.

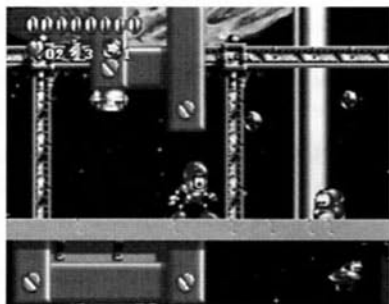


World Three—Star Hulk

The abandoned ruins of a rusting metallic planet serve as a new home for deadly, exotic aliens. Still-working entryway doors and twisted girders serve as a foreground for stars and a giant moon in the distance. Mutants run amok throughout this confusing metal maze.

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World Four—Inctec Planet

Home to the Grim Squidge, the lost civilization of the Inctecs teems with unusual animal and plant life. Gold-colored stone covered in twisted vines sets the atmosphere, while pyramids and lush forests dot the landscape beneath an amber sky.



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Tips

Here are a few pointers to help you get a better score or complete a game of *Tinhead*:

- ✓ Remember there are varying levels of jumping. The longer you hold down the jump button, the higher and longer Tinhead can jump. There may be times where jumping too high will bounce Tinhead off the ceiling. That's the time to use a smaller jump.
- ✓ Take your time. Since *Tinhead* isn't a timed game, you can be patient with your movements and don't have to hurry from Sector to Sector.
- ✓ Try to be as accurate as you can when shooting Baddies. You get many more points if you don't waste shots. But, if you're a beginner, don't worry about getting more points. Concentrate on completing the Sector.
- ✓ Similarly, do your best to avoid running into Baddies and their shots. You get a lot of points for not getting hit much.

- ✓ Use the START Button often to pause the game. You can then scroll around and see spikes, Baddies and other pitfalls that may be waiting for you.
- ✓ There are some places (and things) Tinhead can't reach without one of the Vehicles. When you get one, be careful where you jump or fly. With skill, you can get tons more points.
- ✓ Explore all areas. There may be hidden places with additional Goodies you can pick up.
- ✓ Take advantage of ducking and jumping to avoid enemy shots.
- ✓ Try different routes to complete a Sector. You may find some interesting things!
- ✓ Finally, *Tinhead* is a learning experience. Things are in the same place each time you play, so learn where the best Goodies are and save them if you don't need to pick them up right away.

Credits

MicroProse U.K.

Programming:

Nick Thompson, Paul Dunning, Jim Gardner
and Chris Newcombe

Graphics:

Trevor Slater, Theo Pantaze, Mark Wilson,
Paul Ayliffe, Allan Holloway and John Reitze

Game Design and Maps:

Richard Lemarchand

Quality Assurance:

Jason Sampson, Darren Kirby
and Robert Husband

Music & Sound Effects:

Paul Tonge

Graphics Technician:

Seth Walker

Producer:

Stuart Whyte

Thanks to:

Paul Hibbard, Peter Moreland, Andy Hieke,
Rob Northern, Everyone at MPS U.S. and WALDO

Spectrum HoloByte

Producer:

Harvey Lee

Quality Assurance:

Marjorie DeWilde

Lead Tester:

Robert Wong

Testers:

Garth Gurley, Randy Lee, Sean McKenna,
Hart Nelson, Wi Kian Tang, Sergio Vuskovic
and Larry Webber

Instruction Manual:

Robert Giedt

Graphic Services:

Carrie Galbraith, Lucija Kordić
and Jerome Paterno

Product Marketing:

Tom Byron

Special Thanks:

Kurt Boutin, Pat Feely, Clyde Grossman,
Gilman Louie, Kathryn Lynch, Martin Moth,
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3. If the Customer Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Record this number on the outside packaging of your defective cartridge, and return your cartridge postage paid, at your risk of damage, together with your dated sales slip or similar proof-of-purchase within the 90-day warranty period to:

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Customer Service
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San Jose, CA 95129

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