

McDonald's®

Treasure Land Adventure



INSTRUCTION MANUAL

SEGA SYSTEMS™



SEGA™

EPILEPSY WARNING

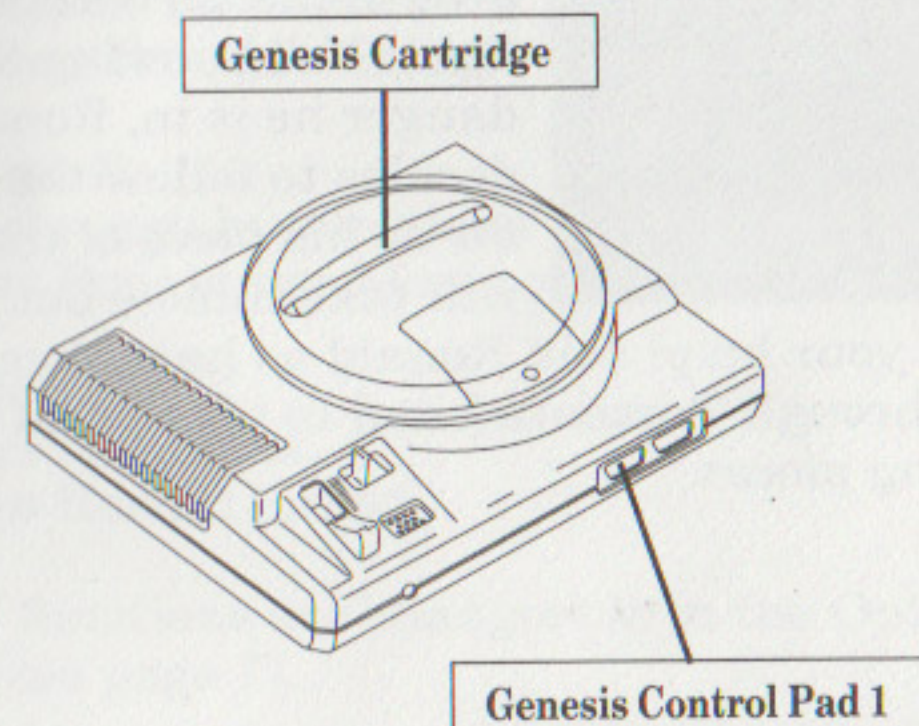
WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

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.**

Starting Up

1. Set up your Genesis System as described in the instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the *McDonald's Treasure Land Adventure*[™] cartridge into the console.
3. Turn the power switch ON. You'll see the Sega screen. Then in a few moments, the Title screen appears.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.
5. Press the Start Button when the Title screen appears.

Important: Always make sure the power switch is OFF before inserting or removing the cartridge.



Treasure Hunt!

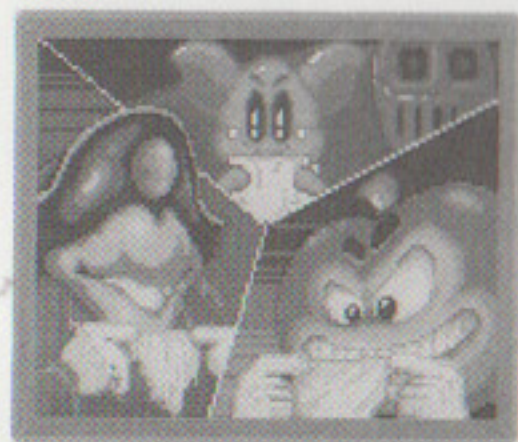


It's a fine day, and Ronald McDonald is taking a walk through the Magical Forest, surrounded by chirping birds and scampering squirrels. As he walks, he comes upon a very large tree, at the bottom of which he finds a scrap of paper. He studies it carefully.

“Hmmm...it looks like a piece of a treasure map. I wonder what could have happened to the rest of the map?”

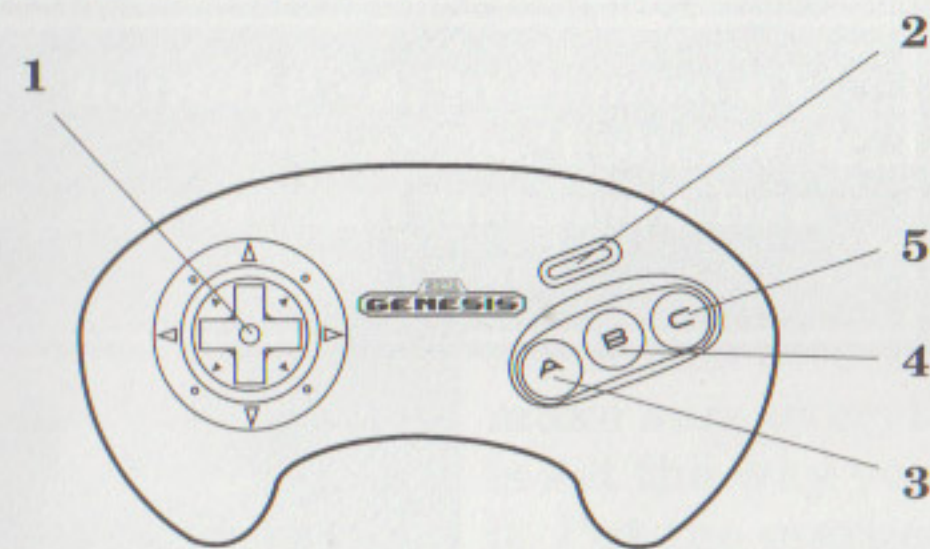


The map has somehow gotten torn into four pieces: Ronald has one, but three Baddies each have one of the remaining pieces — and they won't give theirs up without a fight! Not knowing the danger he is in, Ronald decides to follow the trail as far as his piece of the map will take him — but he



needs your help! Join Ronald as he makes his way through Treasure Land to try to find the missing pieces.

Take Control!



1) Directional Button (D-Button)

- Changes selections on some screens
- Moves marker in selection screens
- Moves Ronald in direction pressed
- Controls direction of Ronald's jumps
- Makes Ronald crouch when pressed down
- Moves Ronald up or down on his Scarf

2) Start Button

- Pauses game; resumes play when game is paused
- Exits Options screen
- Enters certain selections

3) Button A

- Cancels certain selections
- Releases Ronald's Scarf*

4) Button B

- Cancels certain selections
- Makes Ronald use Magic on Baddies*

5) Button C

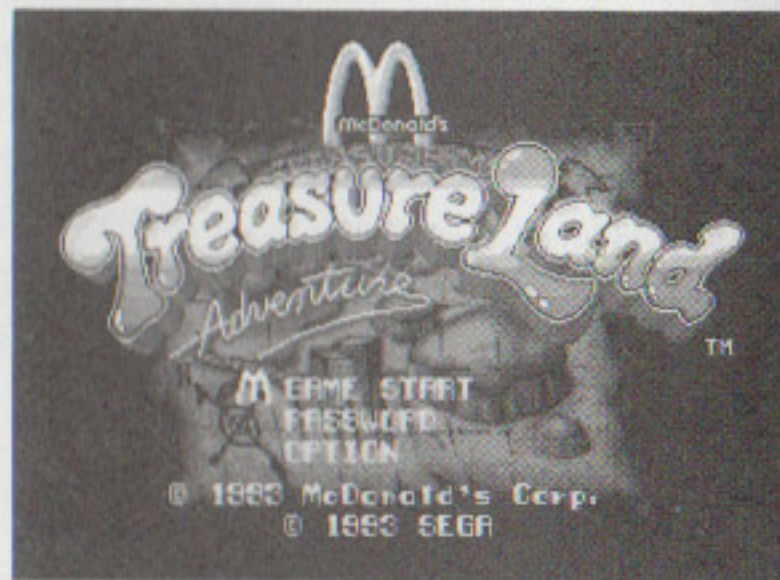
- Enters selections
- Makes Ronald jump*

* These functions are changeable in the Options screen (see page 7).

To owners of the 6-Button
Arcade Pad: Buttons X, Y
and Z have no functions in
this game.

Getting Started

The Sega and *Treasure Land* logos appear, followed by the McDonald's logo. Then the Title screen comes on, giving you these three choices:



GAME START: Get right into the game.

PASSWORD: Enter a password and pick up where you stopped playing earlier.

OPTIONS: Set various game conditions before starting to play.

Put the marker next to your choice by pressing the D-Button up or down, and enter your choice by pressing the Start Button.

Options



Before you try to guide Ronald in his search for the other three pieces of the treasure map, check this screen and make sure everything is set the way you want it. Put the marker next to a category by

pressing the D-Button up or down, then press left or right to make a choice in that category.

GAME LEVEL: Choose Beginner, Normal or Expert. First-time players should try the Beginner level to get used to the controls.

CONTROL PAD: Here's where you choose which button (A, B or C) does what. Press the D-Button left or right to change the control settings. There are six different arrangements:

	1	2	3	4	5	6
Scarf	A	A	B	B	C	C
Shot (Magic)	B	C	A	C	A	B
Jump	C	B	C	A	B	A

SOUND TEST: Listen to any of the music tracks and sound effects in the game. Press the D-Button left or right to change the number, then press Button C to hear the track or effect. Stop the track by pressing Button B.

Once you've set everything the way you want it, press the Start Button to return to the Title screen. Time to find those Baddies!

Password

The Password lets you continue playing from the level in which you stopped earlier. To open the Password screen, place the marker here using the D-Button, and press the Start Button. (See "Game Over/Continue" on page 23 for details on Passwords.)

Got the Hang of It?

Here's how to use Ronald's Scarf:

Press the D-Button to move Ronald directly under a Hook...



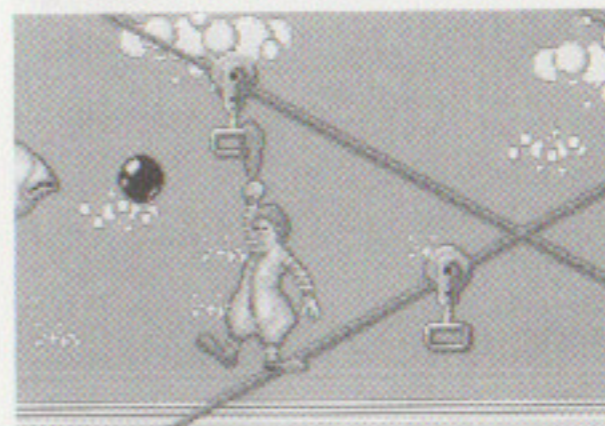
...press and hold Button A to make Ronald toss the Scarf up and through the Hook...

...press the D-Button to move Ronald up or down while he hangs from the Scarf...



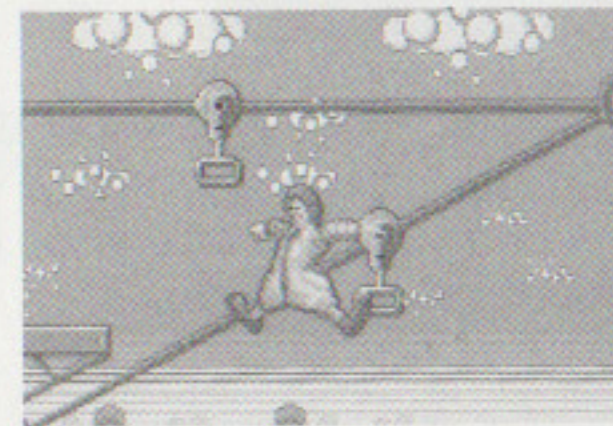
...and release Button A. Ronald springs upward and lands on the platform above. Use the D-Button to control Ronald before he lands. There might be a Baddie up there, and you don't want to touch it!

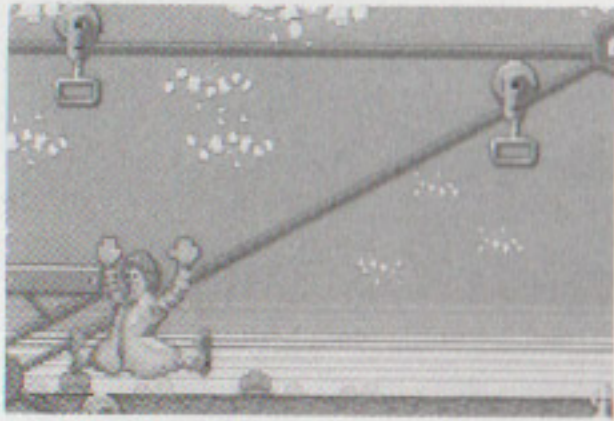
In some areas, Ronald has to reach a very high place, but there are few (or no) platforms. He has to use his Scarf to go from Hook to Hook. Here's how:



Grab a Hook the same way you do when there are platforms...

...release the Scarf Button and Ronald springs upward...





...press the D-Button to guide Ronald (while he's in midair) toward the next Hook you want him to grab...

...and press and hold the Scarf Button. Timing is really important — if you miss, you could have a long trip down! If this happens, continue controlling Ronald with the D-Button as he falls. You might be able to grab another Hook!



Presto!

Ronald will meet lots and lots of Baddies as he searches for the rest of the treasure map. Here's how Ronald uses Magic to make the Baddies disappear:



Press the D-Button to make Ronald face in the direction of

...then press the Shot Button. Presto! No more Baddie! (It'll take more than one shot to get rid of some Baddies.)

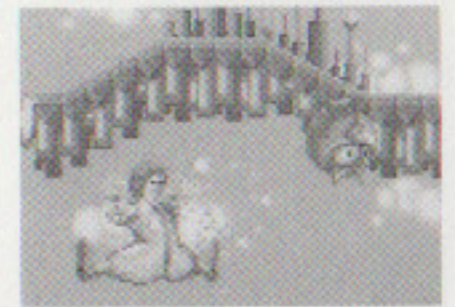


When the Baddie is on a higher level, or when you want to get rid of a flying Baddie:



Press the D-Button to make Ronald face in the direction of the Baddie, then press the Jump Button...

...and press the Shot Button when Ronald is at the right height in his jump. Bye-bye, Baddie!

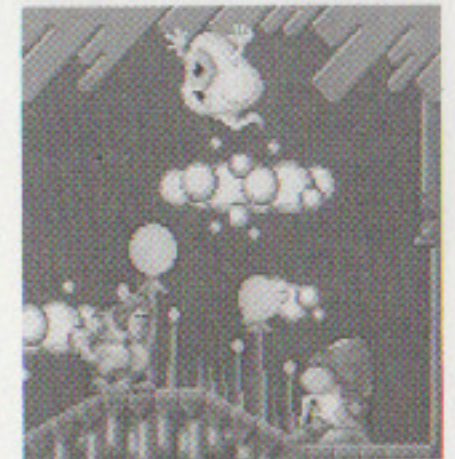


If you want to use Magic on a Baddie that's on your level, but the air is full of flying Baddies, try this:

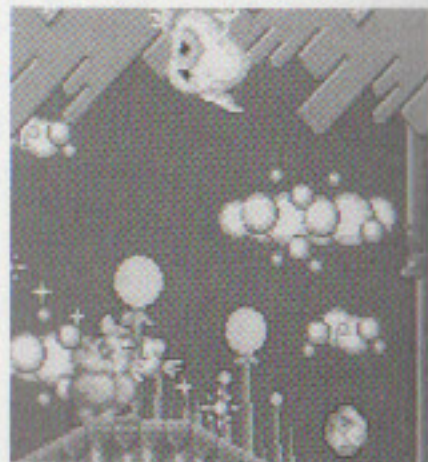


Press the D-Button to make Ronald face in the direction of the Baddie...

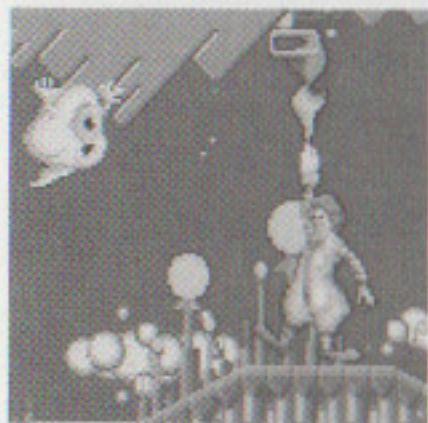
...press down to make him crouch...



...then press the Shot Button and make that Baddie vanish. This should keep Ronald safe from the Baddies overhead!

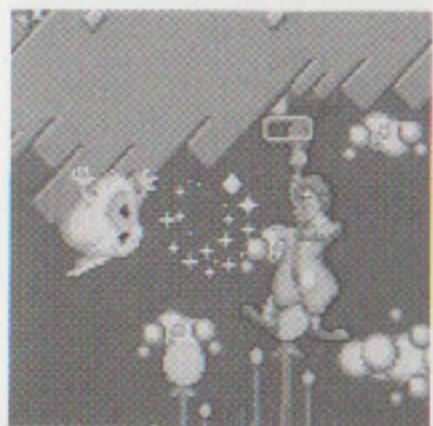
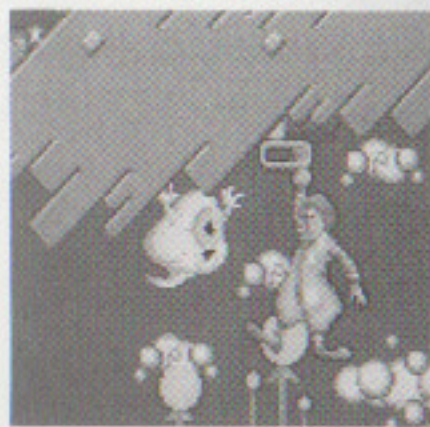


To make Ronald use Magic on a Baddie while he's hanging from his Scarf:



Press the D-Button left or right to make him face in the direction of the Baddie...

...press the D-Button up or down to raise or lower Ronald...



...and press the Shot Button. Subtract one Baddie!

Jump for Joy!

Ronald has very springy legs, and can jump quite well. Use his jumping ability to do these things:

Press the Jump Button when Ronald is under a Hook to help him reach it with his Scarf...



...or press and hold the D-Button to move Ronald, and press the Jump Button while he's moving to jump to a hard-to-reach level...

...or over a Baddie! Safe and sound!



When you want Ronald to jump down to a platform below...

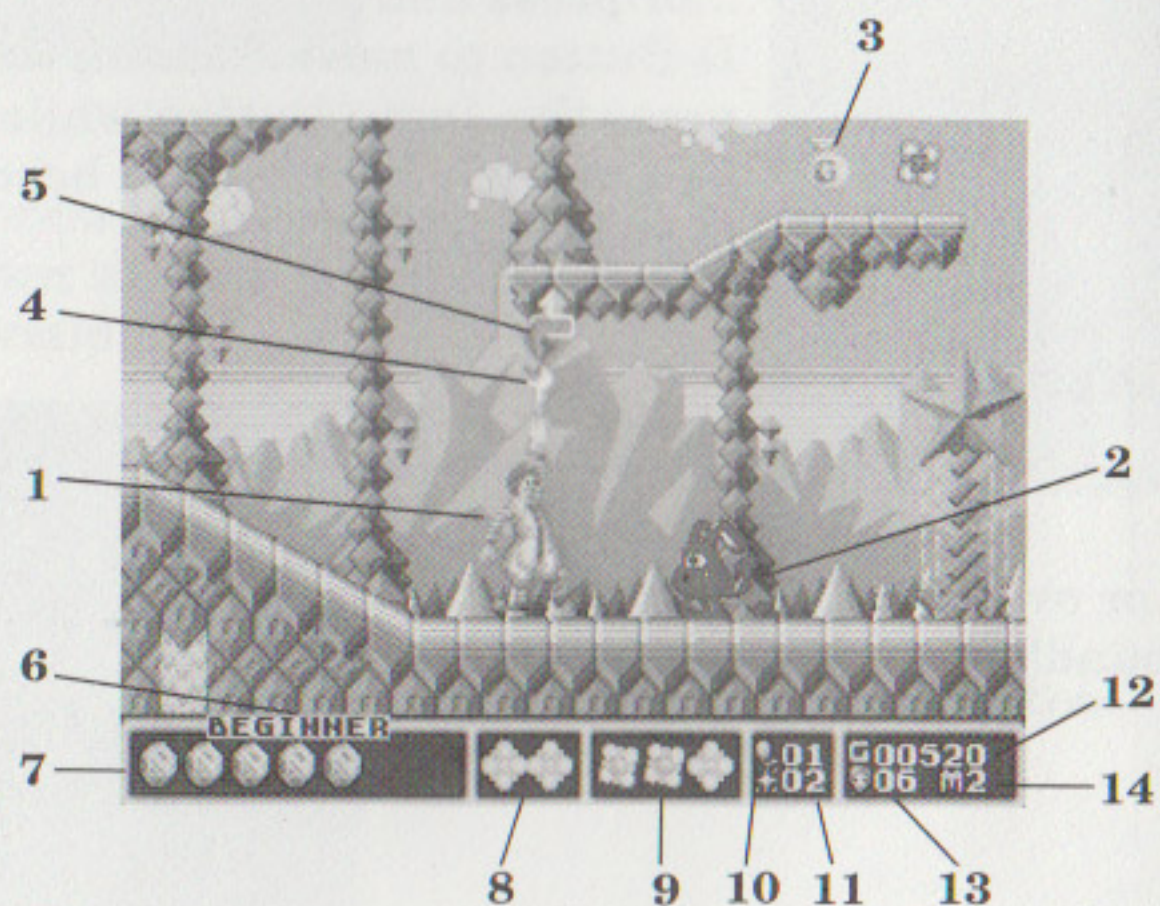


...press the D-Button down to make him crouch...

...then press the Jump Button. Ronald lands safely below (or does he?).



What Your Screen Shows



- 1) Ronald McDonald
- 2) Baddie
- 3) Item
- 4) Ronald's Scarf
- 5) Hook
- 6) The level of the game you're playing
- 7) How many Jewels Ronald has
- 8) Yellow Flowers
- 9) White Flowers
- 10) Balloons
- 11) Magic Power level
- 12) How much Gold Ronald has
- 13) Ronald's remaining Lives
- 14) Ronald's remaining Continues

Items

Pick up as many items as you can while you move Ronald through the game. You will see all of them as you play, and some of them can also be bought at the Shops.



Bag of Gold increases Ronald's total. The White Bag holds 50 Golds, and the Yellow Bag holds 300 Golds.



Jewel restores one of Ronald's hit points.



Two Jewels restores two of Ronald's hit points.



Collect 3 **White Flowers** and restore one Jewel to Ronald's total.



Get 2 **Yellow Flowers** and restore one Jewel to Ronald's total.



Continue Item gives Ronald a new set of lives (the number depends on the difficulty level you selected in the Options screen).



1-Up adds one Life to Ronald's total.



Jewel Container adds one hit point to Ronald's total possible hit points.



Balloons carry Ronald to safety when he falls off the bottom of the screen. Press the D-Button to guide Ronald through the air, but remember that the Balloons will pop after a short time! Make sure Ronald's over a safe place (To pop the Balloons on purpose, press Button B)!



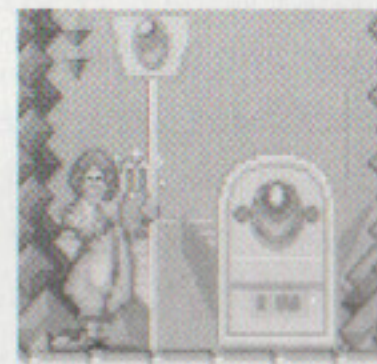
Magic power-up makes Ronald's Magic stronger. You can collect up to three of these.

About Jewels

You start the game with a certain number of Jewels (depending on the level you select in the Options screen). When Ronald takes damage, one of the Jewel Containers becomes empty. If Ronald has three White Flowers, or two Yellow Flowers, one hit point will automatically be restored. Restore Lives by grabbing the items described above.

What's Behind This Door?

Well, it's one of two things — a Shop, where certain items can be bought, or the Game Center, where for 2,000 Golds you can play the Block Game and win lots of items! To enter, move Ronald directly in front of the door and press the D-Button up.



The Shops

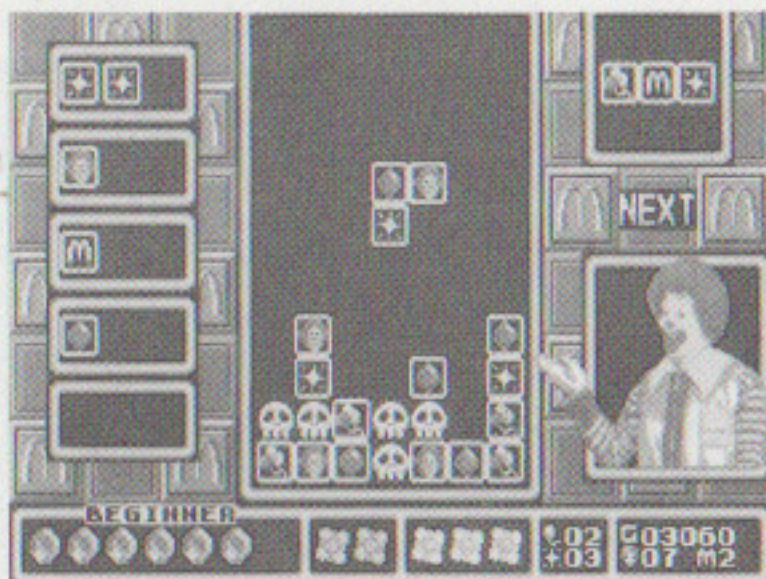


Here, nine different items can be purchased. You can only keep a certain number of each item. The cost (in Golds) of each is shown below:

Magic Power-up... 2,000	Two Jewels..... 500
Continue..... 10,000	Jewel..... 300
Balloons..... 10,000	Yellow Flower.. 150
Life Item..... 2,000	White Flower... 100
1-Up..... 5,000	

To buy an item, press the D-Button until that item starts flashing. Then press Button C and the item is yours. The cost will be subtracted from Ronald's Gold total. If you already have your limit of a particular item, a message will appear to tell you so when you press Button C. To leave the Shop, press the D-Button until "Exit" begins flashing, then press Button C. You can also press Button B anytime to leave the Shop. Thank you for your patronage. Come again!

The Game Center



A game within a game! Play the Block Game and win lots of items! First, you have to let the Computer know that you want to play. When it asks you, put the arrow next to "Yes" and press Button A or C. The game starts right away.

Blocks that have pictures of different items on them fall in clumps of three from the top of the game area. Some are in straight lines, while others are in an "L" shape. The way to win items is to line up at least three identical blocks up and down, across or diagonally. If you can do this three times, the item is yours.

You can rotate a clump of blocks as it falls. Press Button B to turn it counter-clockwise, and Button C to rotate it clockwise. The D-Button can be used to move the clump left or right in the game area.

On the left side of the screen are five rectangular boxes. Each block in the boxes shows how many groups of three you've gotten so far. The next group of blocks to fall is shown in the box at the top right of the screen (the word "Next" appears beneath it).

Skulls will appear in some of the groups of blocks. Try to keep them out of the way. They aren't dangerous, but they might keep you from winning an item.

The game ends when the game area fills up with blocks, and no more can fit. You can choose to play again if you have enough Golds.

Here We Go!

Level 1: Magical Forest



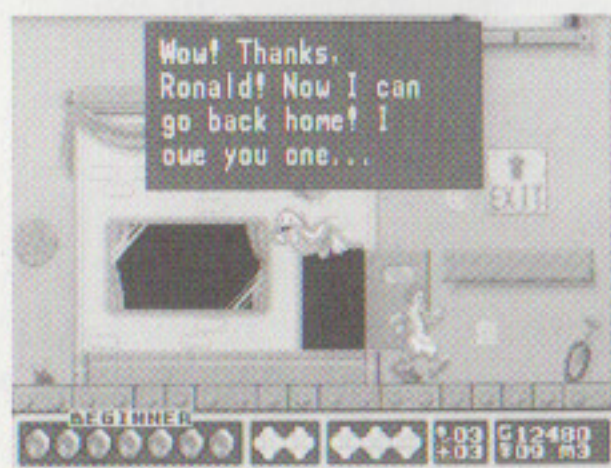
The Forest is filled with Baddies—some walk, some jump, and others hide in their shells until they're ready to pounce on Ronald. You have to watch out for them as you move Ronald

toward the Goal. You have to climb a towering tree, cross a pond by playing leapfrog, ride a wild

waterspout, and go through a dark, frightening cave. Watch out for the boiling water!

Ronald meets an old friend hiding out in the cave — the Hamburglar (press Button C to see the next message when the arrow appears)! He'll give you a very important hint if you give him two of Ronald's Jewels. Then you meet up with the Big Baddie of the Magical Forest. He has one piece of the map. Defeat him, and he'll give it to you! It's not as easy as it sounds...

Level 2: Magical Town

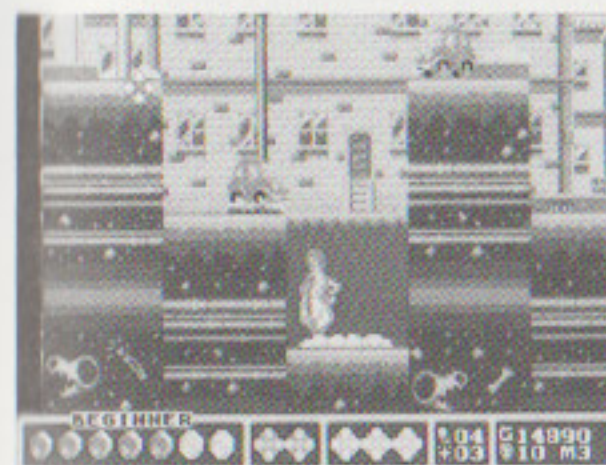
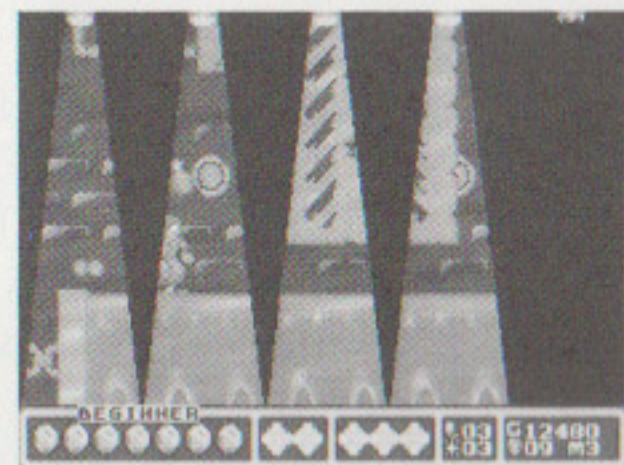


even a trio of Trapeze Girls who badly need someone to help them practice — and guess who's "it!" Ronald finds his friend Birdie in trouble. If you help her here, she might return the favor later!



This time Ronald runs, jumps and climbs through a long train... while it's moving! Baddies are everywhere—there are rolling Baddies, ferocious lions in cages that swipe at Ronald,

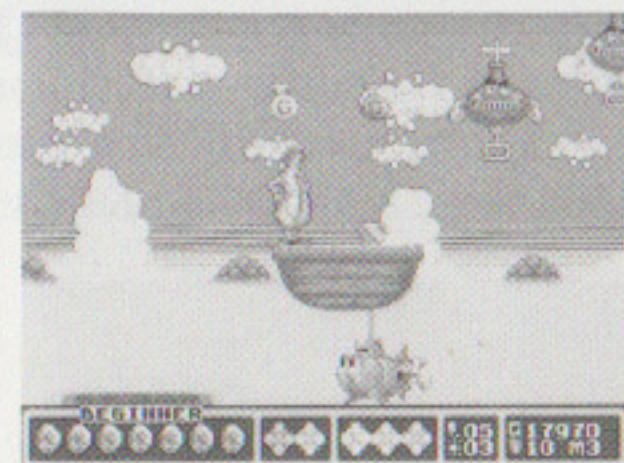
When the train goes into the tunnel, make sure Ronald doesn't bump his head. Jump on the Ballerinas' heads as they pirouette about, and grab items along the way. On the other side of the tunnel, the weather has turned bad. The wind and snow make it harder for Ronald to jump. When Ronald gets to the front of the train, the Engineer tries to stop him. Hit the Engineer with Magic a few times, and look out below!

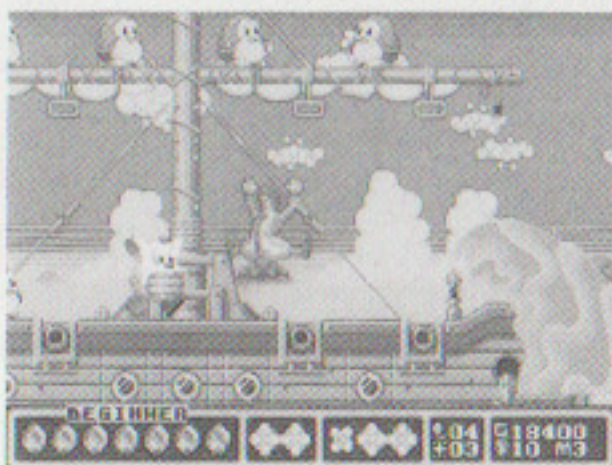


Ronald is now in Magical Town. The roads are not in very good shape. Watch out for the cars and keep gathering items. Next, you help Ronald climb up a skyscraper on moving platforms. Jump from one to another to move up. At the top of the skyscraper, the Big Baddie of Magical Town awaits! Get its piece of the map by defeating it!

Level 3: Magical Sea

You and Ronald become seafarers in this level. Hop from cloud to cloud and find the rowboats to help you get across the water. Just when you think you've made it, though...





All of a sudden you're on a huge ship. You have to go back the way you came. Can you figure out how? Get to the island and do some tree climbing. Here you need to use Ronald's Scarf to get around.

Lots of island Baddies will get in your way — make sure you zap them with Magic or jump over them! Make your way to the large pirate ship and go as high as you can. Oh no, someone's attacking the ship! I hope Ronald can swim...

Ronald enters the sunken ship through a hole in the bottom. Inside he finds that it's like a giant maze, with Baddies rolling barrels at him, water rushing in, and things falling from above. You and Ronald must find Grimace and give him something before you can meet the Big Baddie of the Sea!



Level 4: Magical Moon

A strange and wondrous place, filled with all sorts of Baddies and things that get in Ronald's way. Can you find the treasure? You're on your own from here — good luck!

Scoring

You get Golds for every Baddie you zap, and for every item you pick up. Search high and low for items (especially Bags of Gold), and get your Gold total up so you can buy the more expensive items. Remember that you lose all your Golds if you run out of Lives.

Game Over/Continue

When you lose your last Jewel and you don't have any Lives left, the game ends. You have two choices at this point — Continue, or get your Password and try again later. When the Game Over screen appears, press the D-Button to guide Ronald to one of the two doors.

Continue

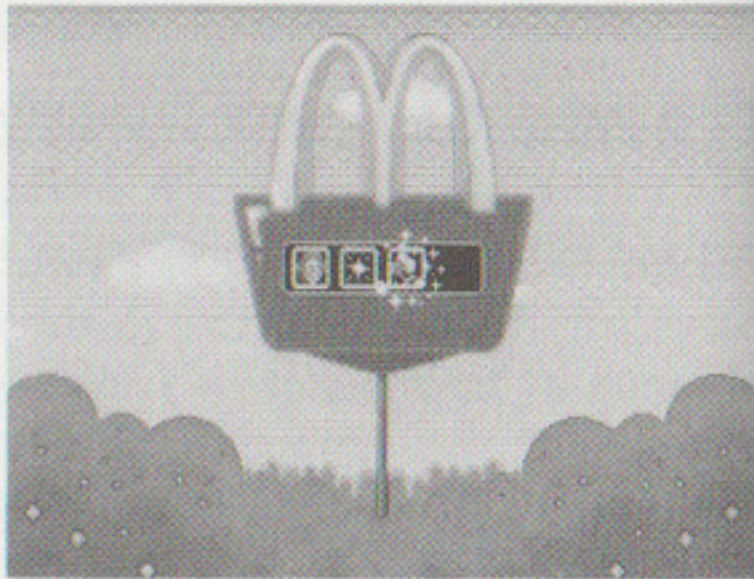
This allows you to start over from the beginning of the section where you ran out of Lives. Once you run out of Continues, a "0" appears over the Continue door, and Ronald can't continue.



Password

Once Ronald enters this door, four blocks appear with pictures of item symbols on them. This is your password, and will allow you to pick up later where you left off.

To enter a password from the Title screen, select "Password" and press the Start Button. A McDonald's sign appears, with one block showing. If it's not the one you



need, press the D-Button up or down until the correct symbol is showing. Do the same for the next three spaces. Press the Start Button to enter your password and begin play.

If you enter an incorrect password and press the Start Button, the highlight will return to the first block, and you will have two more chances to enter a correct password.. To correct a mistake, press Button C to move the highlight to the right, and Button A or B to move it to the left.

Scorebook

<i>Name</i>				
<i>Date</i>				
<i>Mode</i>				
<i>Score</i>				

<i>Name</i>				
<i>Date</i>				
<i>Mode</i>				
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<i>Name</i>				
<i>Date</i>				
<i>Mode</i>				
<i>Score</i>				

Handling Your Cartridge

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

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 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: 1-800-USA-SEGA.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she 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

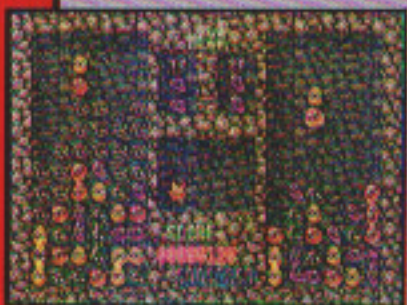
If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. 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

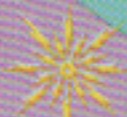
Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

DR. ROBOTNIK'S MEAN BEAN MACHINE

TM



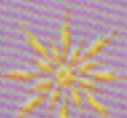
Evil Dr. Robotnik™ has invented a machine that turns good folks into rotten robots! Village bean folk from the planet Mobius are being rounded up by the Doctor's henchbots and thrown into his dungeons. There they await their turn in this latest evil masterpiece!



An addicting, fun-filled puzzle! Unite four beans of the same color so they can stick together and escape!



Defeat characters from the *Adventures of Sonic The Hedgehog*™ TV series, including Dr. Robotnik and his wicked henchbots!



Three ways to play! Challenge a friend, go head-to-head with Dr. Robotnik or practice on your own.

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