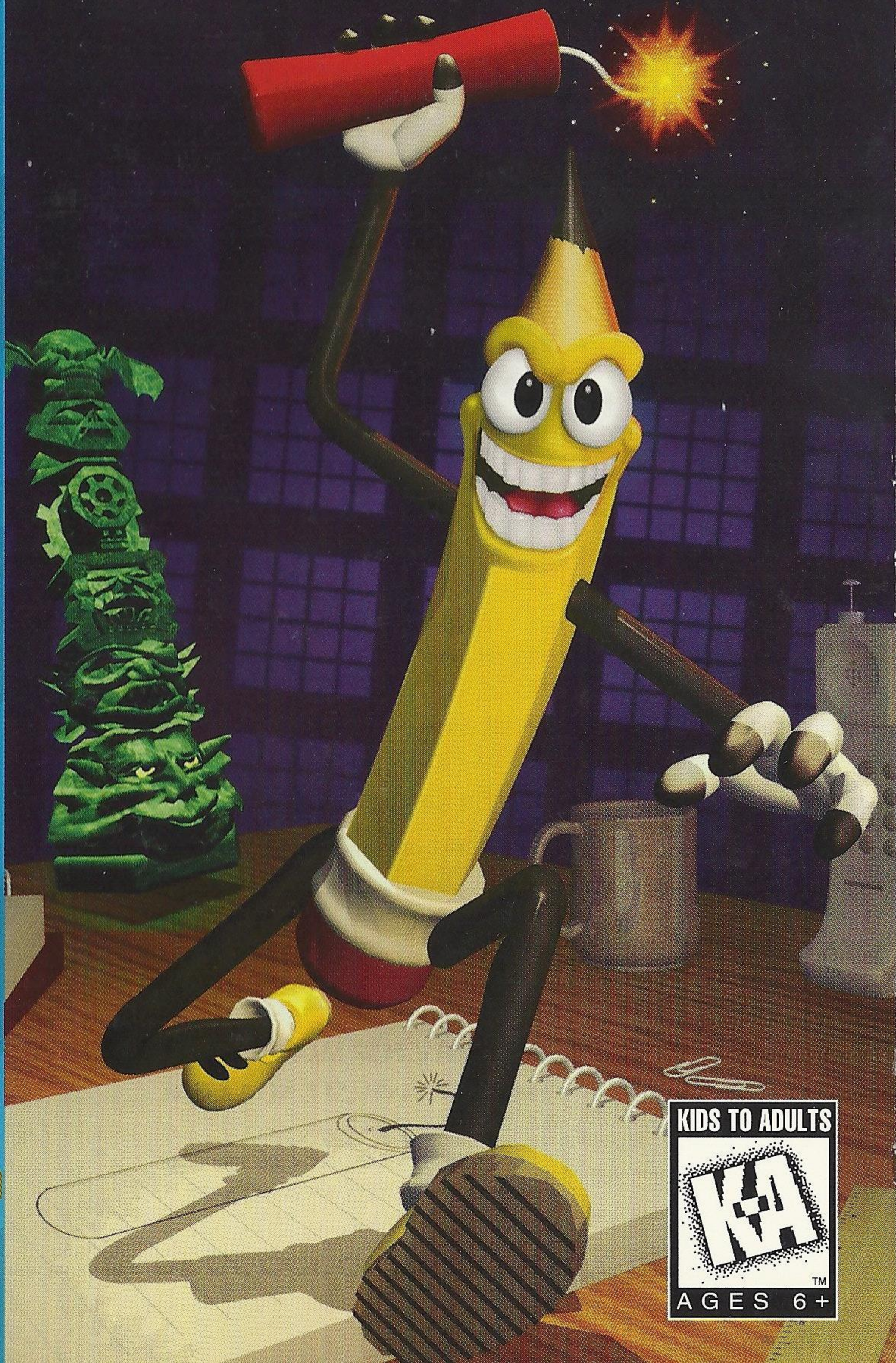


SEGA™

Wild Woody™



SEGA™
SEGA CD



4440





WARNINGS

READ BEFORE USING YOUR SEGA SATURN

EPILEPSY WARNING

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, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

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.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers.

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The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- The Sega compact disc is intended for use exclusively on the Sega Saturn.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

FOR GAME PLAY HELP, CALL

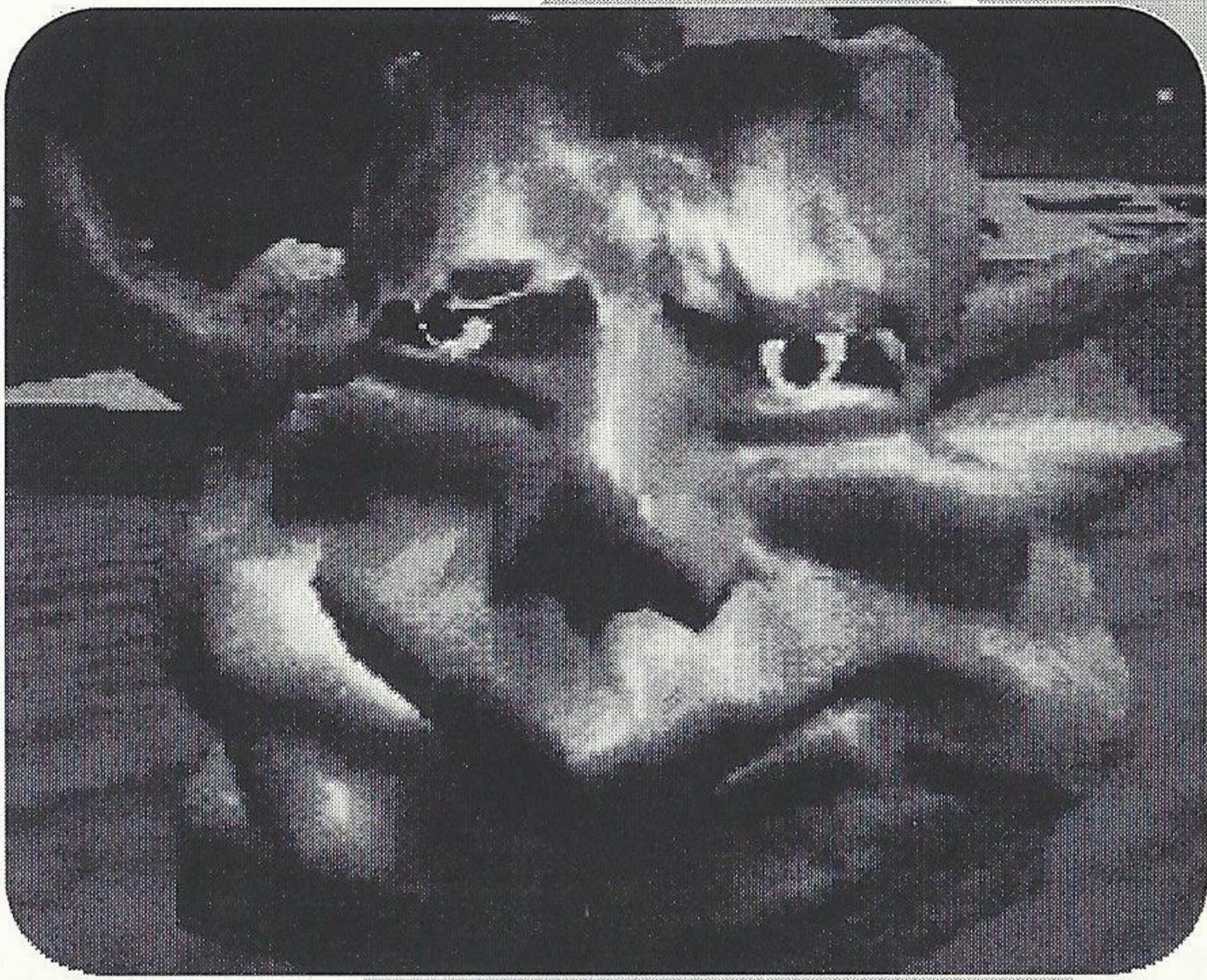
1-415-591-PLAY

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[HTTP://WWW.SEGAOA.COM](http://www.sega.com)

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Instructions en français, téléphoner au:
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The Wild Woody Story



Pencil lives in the office of an adventurer named Dusty.

Dusty returns from another harrowing adventure with an exotic artifact.

This artifact is a miniature totem pole, about eight inches tall and consisting of six totem heads.

When the totem is shattered, all of the heads burst free like genies free from their lamps.

Each head zooms around the room, looking for a place to hide. When each one finds a picture or drawing he magically enters it, creating a world for himself.

The totem is broken, the world is vaporized... only the office remains. One totem head is left (he's Low Man on the totem pole). It's his job to find a champion to restore the world. He spots a pencil on the desk and brings him to life... Woody is born!

Throughout the game, Low Man helps Woody, telling him what's going on and where to go next.

Woody must retrieve each Totem head from it's newly created world.

Once all the heads are back, Woody reassembles the Totem, and the world is restored.

Setting Up

1. Set up your Sega CD and Sega Genesis™ systems and plug in control pad 1.
2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo should appear.

NOTE: If nothing appears on screen, turn the system OFF, make sure it is set up correctly, and then turn it ON again.

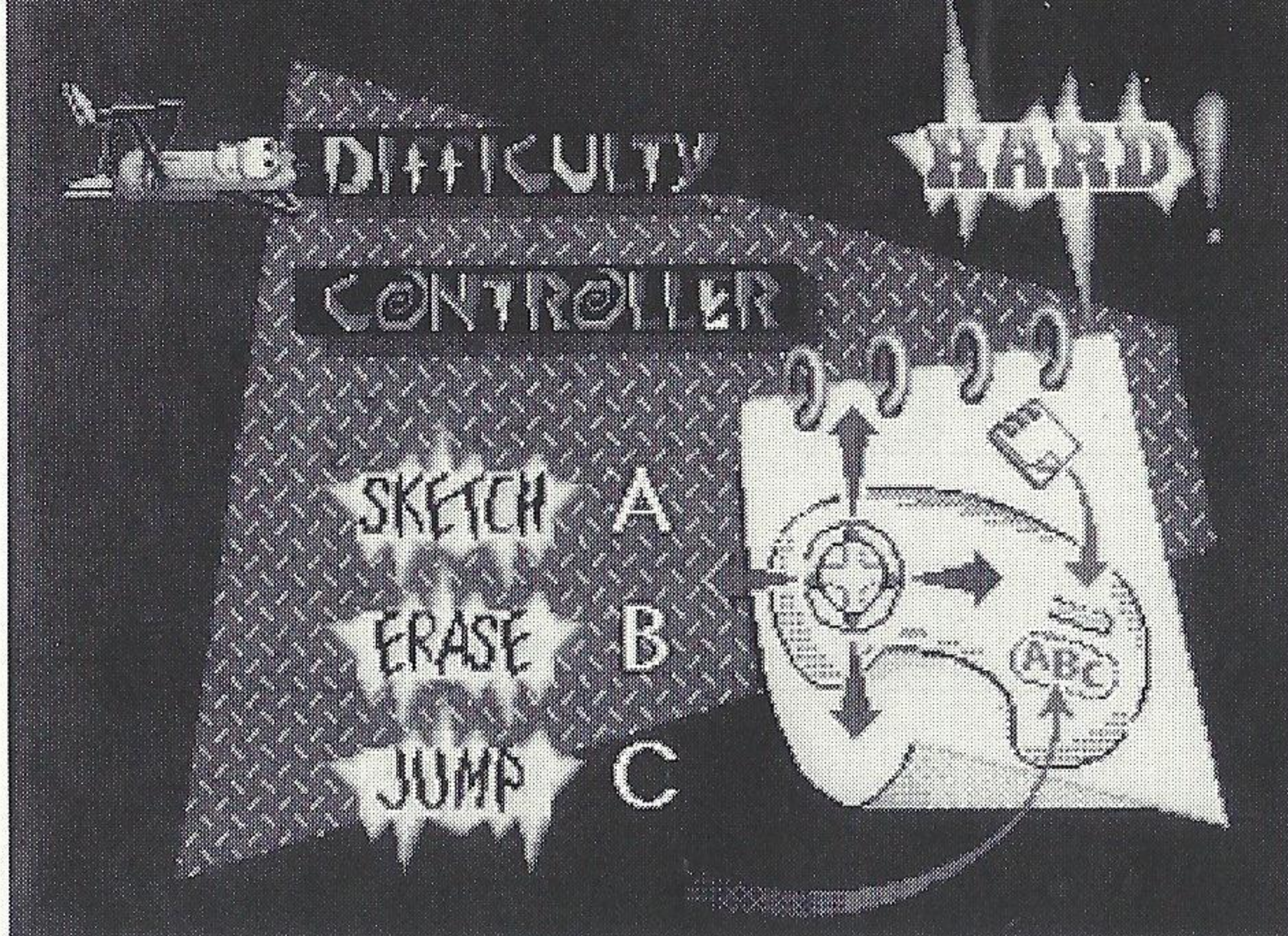
3. If you have an original Sega CD model, press the RESET button to open the disc tray. Place the Wild Woody compact disc into the disc tray, label side up. Press the START button to begin the game.

If you have a new Sega CD model, press the OPEN button on the Sega CD console to open the CD door. Place the Wild Woody CD compact disc into the disc tray, label side up. Close the CD door.

4. If the Sega CD logo is on screen, press START to begin the game. If the Control Panel is on screen, move the cursor to the CD-ROM button and press Button A, B or C to begin.

Note: If the Wild Woody disc is already in the Sega CD when you turn it on, the game will begin automatically after a few moments.

**SEGA GAMEPLAY HOTLINE
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Take Control!

BUTTON

ACTION

A Button

Sketch ability: when a sketch is drawn, pressing A will activate that sketches' special abilities (if any). So, if Woody has drawn a kangaroo, pressing A will cause the roo to punch.

B Button

Erase floor (if it can be erased).

B Button & L/R

Erase wall (if it can be erased).

C Button

Jump

Up

Look up, activate background switches

Down

Look Down, open secret paths. There are erasable boxes through out the game. If Woody erases a box lid, he might find a secret path. These paths are activated by standing inside the box and pressing down on the D-Pad.

START

Display sketch screen



Woody's Wacky Moves

Get ready, get set, DRAW!

Woody uses sketches for three reasons: to defeat his enemies, to avoid getting hurt and to reach parts of the world that are normally out of his reach. He can finish any level without drawing a sketch but it's very difficult to do.

Drawing:

- 1) Pick up a sketch power up to add a sketch to your sketch book.
- 2) Look at your sketch book by pressing the START button. Flip through the book by pressing UP or DOWN on the D-PAD. You won't have any sketches until you pick up a sketch power up.
- 3) When you see the sketch you want to draw, press A, B, or C. If you don't want to draw a sketch, press the START button again to resume the game.



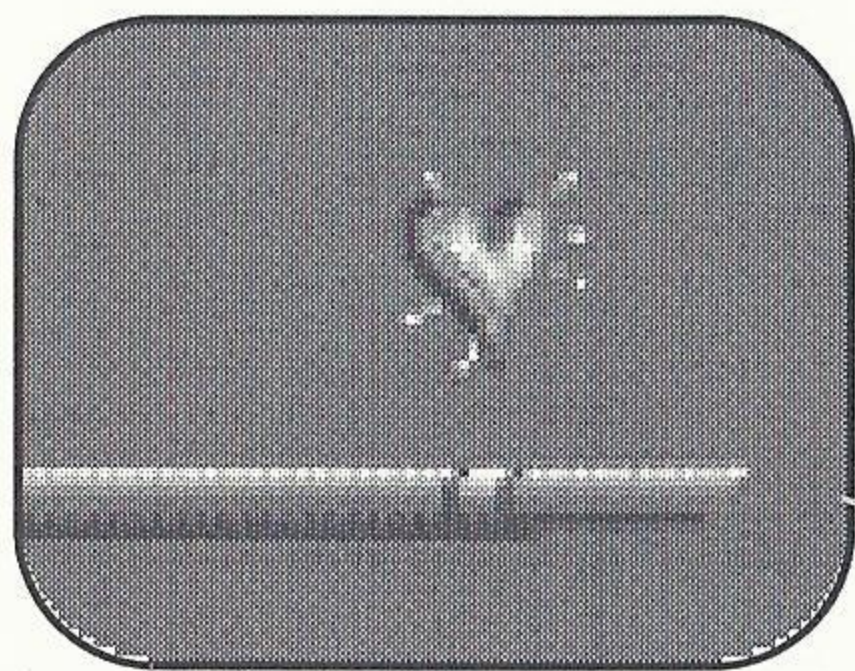
Drawing a sketch makes Woody shorter. After drawing two sketches, Woody is at his shortest and can't draw another sketch until he finds a Pencil power up.

Erasing:

- 1) Erase enemies by jumping on them.
- 2) Erase box lids by standing on the box and pressing the erase button (default is the B button). Inside these boxes, Woody might find power ups or secret paths to other parts of the level.
- 3) He can even erase certain walls and floors. To erase a wall, make Woody push against the wall, then push the erase button.



Power ups-returns wild Woody to full size

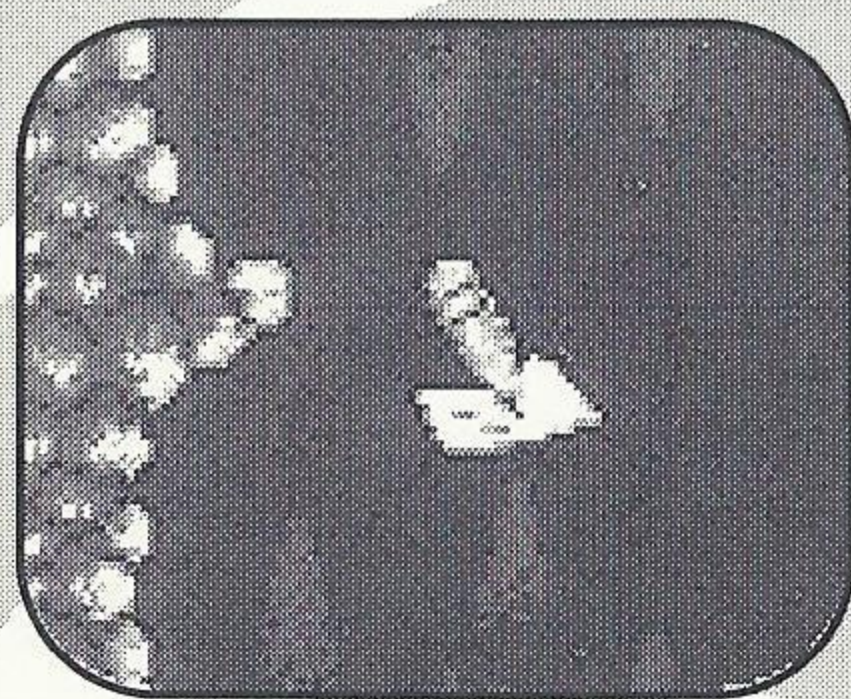
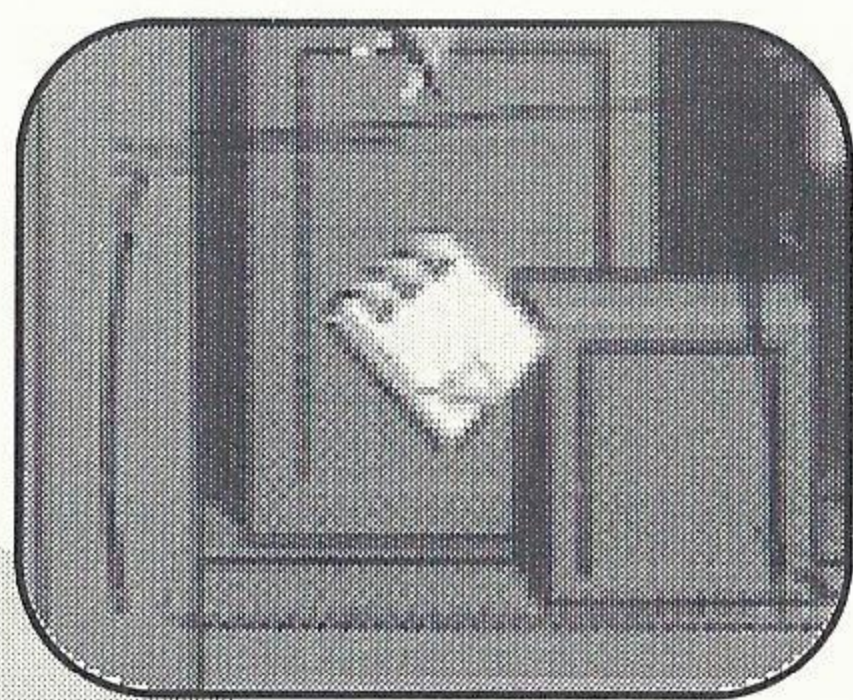


Health Power Up:

Restores some of Woody's Health

Sketch Power Up:

Adds one copy of a sketch to Woody's sketch book. This icon is universal for all sketches. To see what kind of sketch was collected, press **START** and look at Woody's sketch book.

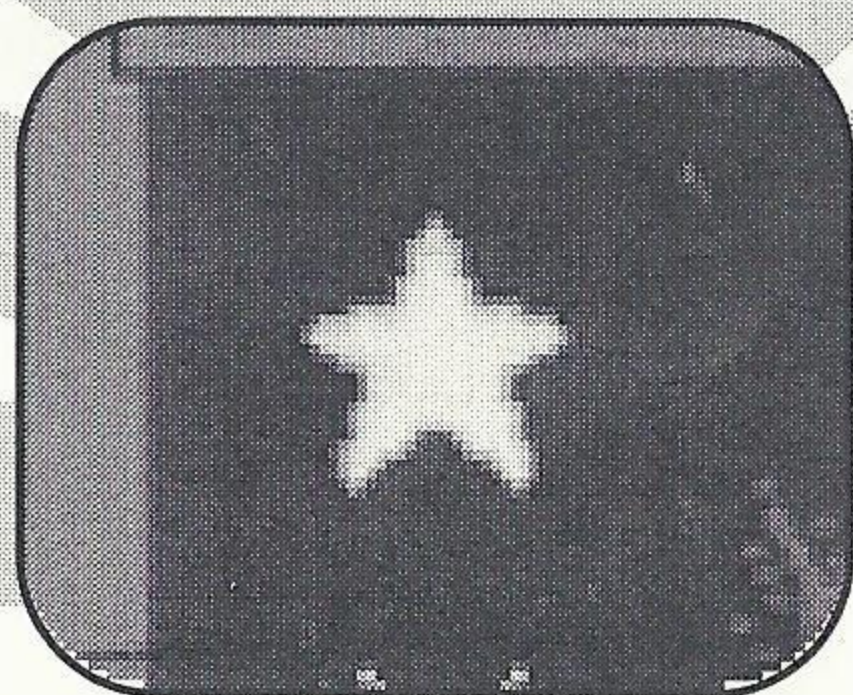
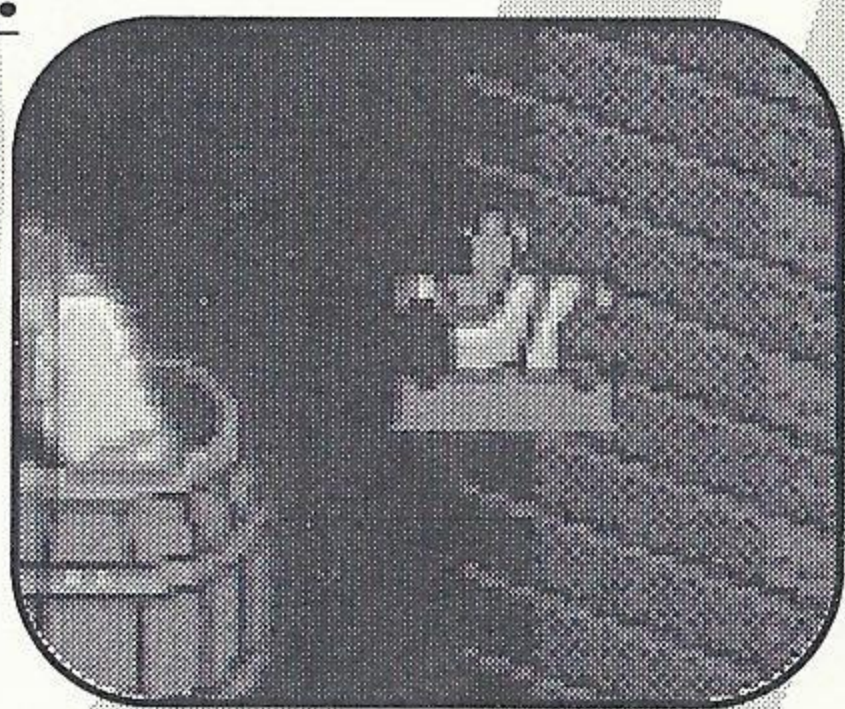


Pencil Power Up:

Returns Woody to full height and full drawing power

Bonus Round Power Up:

Eight puzzle pieces are scattered throughout the first act of each world. If Woody collects all eight pieces and completes the level, he's transported to the Bonus maze round before going to act two. Woody can find sketches and extra lives in the Bonus Round. But he must get them to the Exit before time runs out.

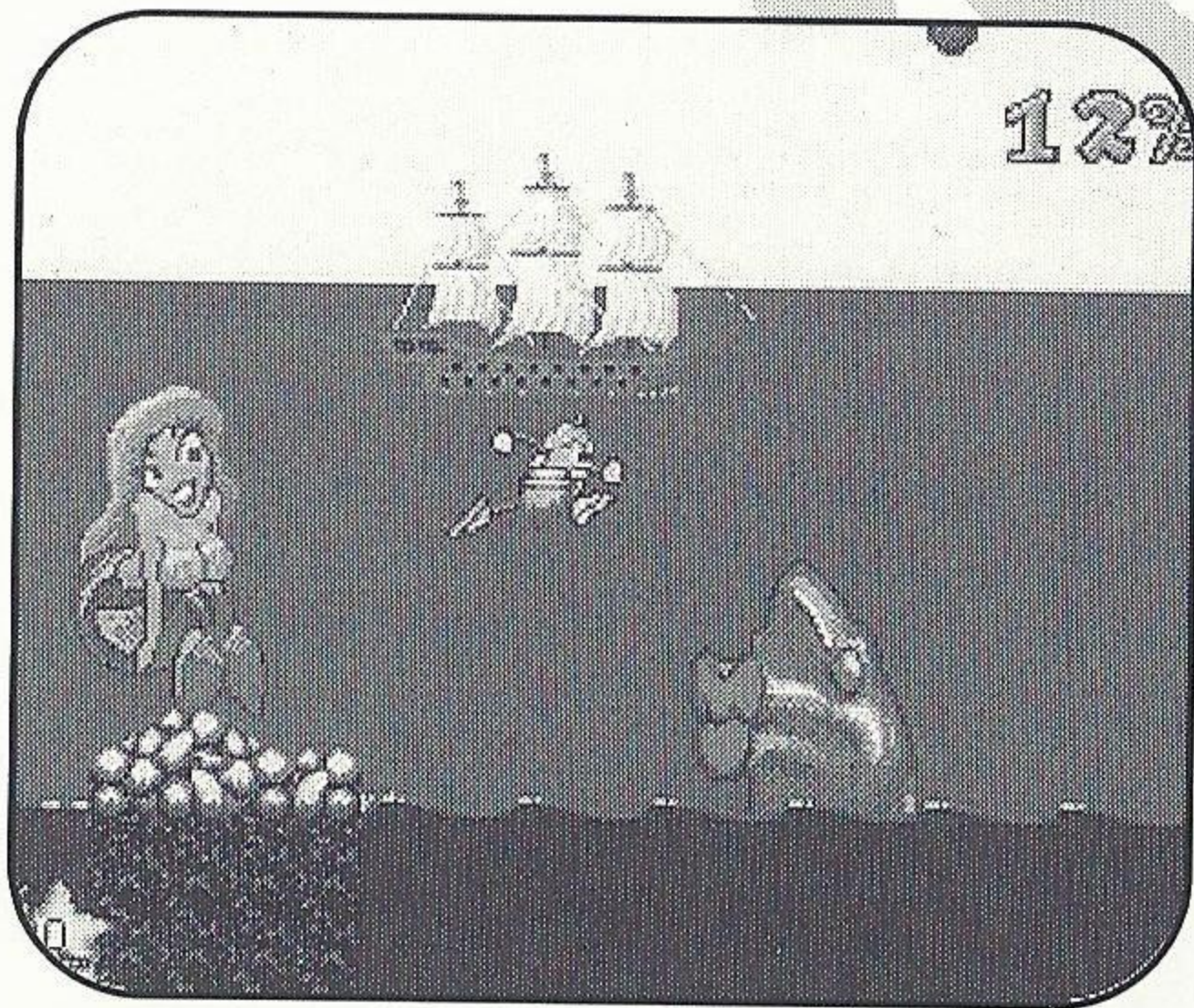


1UP:

Gives Woody an extra life.

Pirate World:

Totem: Squid Lips



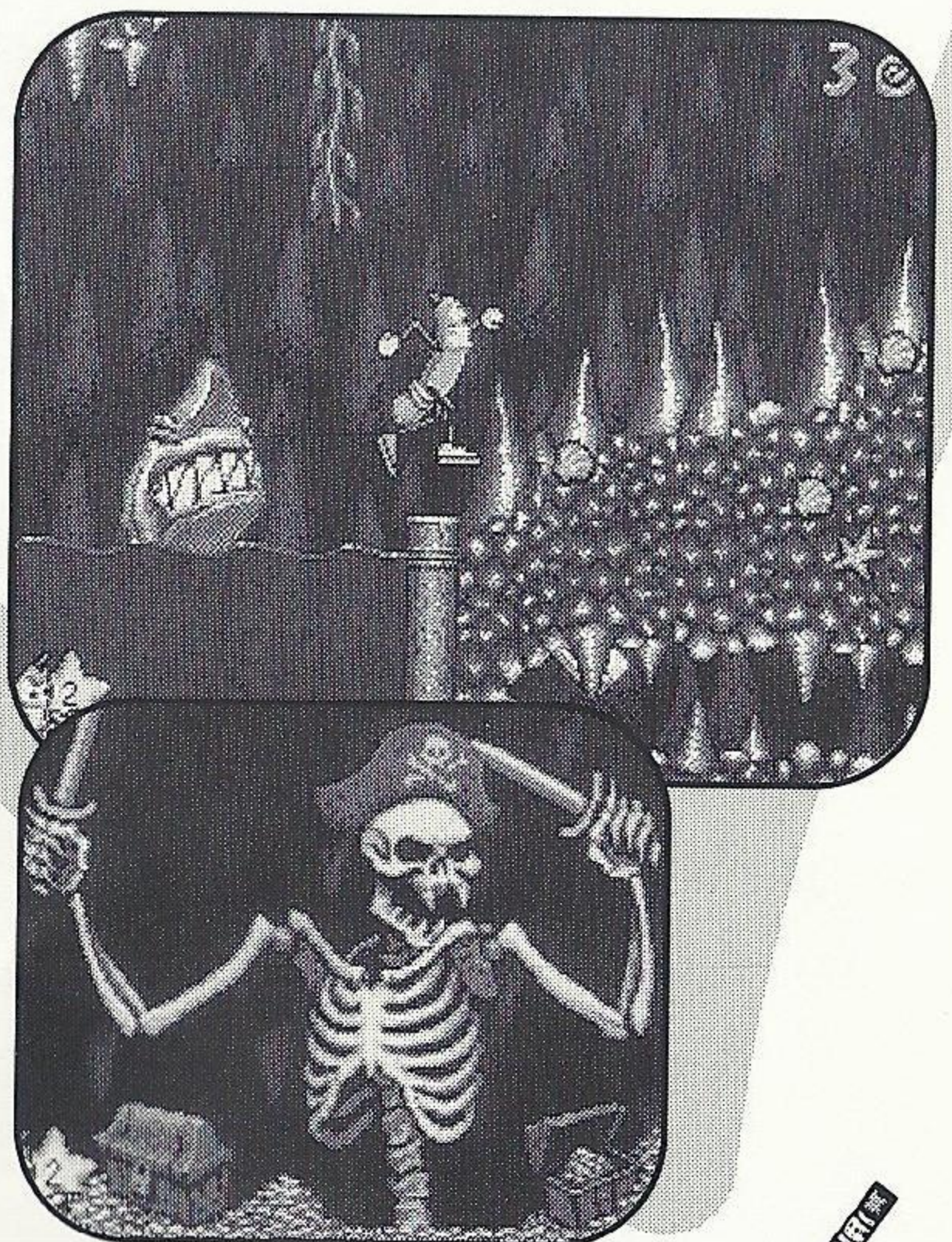
Broadside Battle

Woody is out of his element on the decks of renegade pirate ships.. Help him fight off *Scurvy Earvin*, the somersaulting sword pirate, *Cannon Polly*, the cannon ball dropping parrot and *Squatting Bob* -- the knife throwing pirate in a barrel.

Woody can venture below to pick up power ups or go for a leisurely swim... Watch out... *Chompy* the one-finned wonder just loves the taste of graphite.

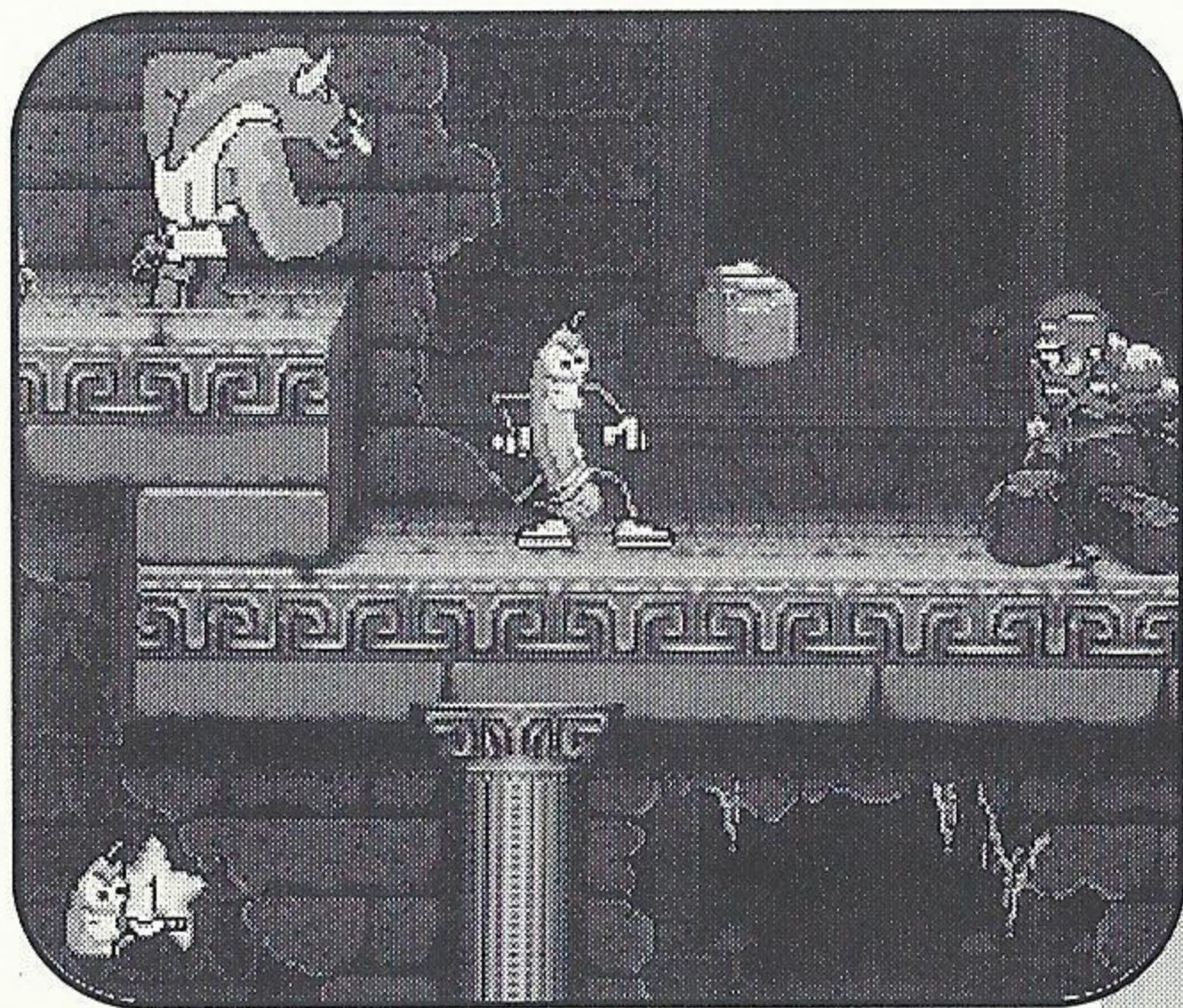
Treasure Caves

Here Woody has to find his way through slimy sea caves filled with treasure and buccaneer's bones, and there's no shortage of traps in his way. Watch out for Spikes, Limpy, the one legged Swashbuckler, and flying killer clams. Climb kelp cables to help him avoid the traps set to protect the pirate's loot.



Boss: Yo Ho

Mythology World: Totem: Brimstone

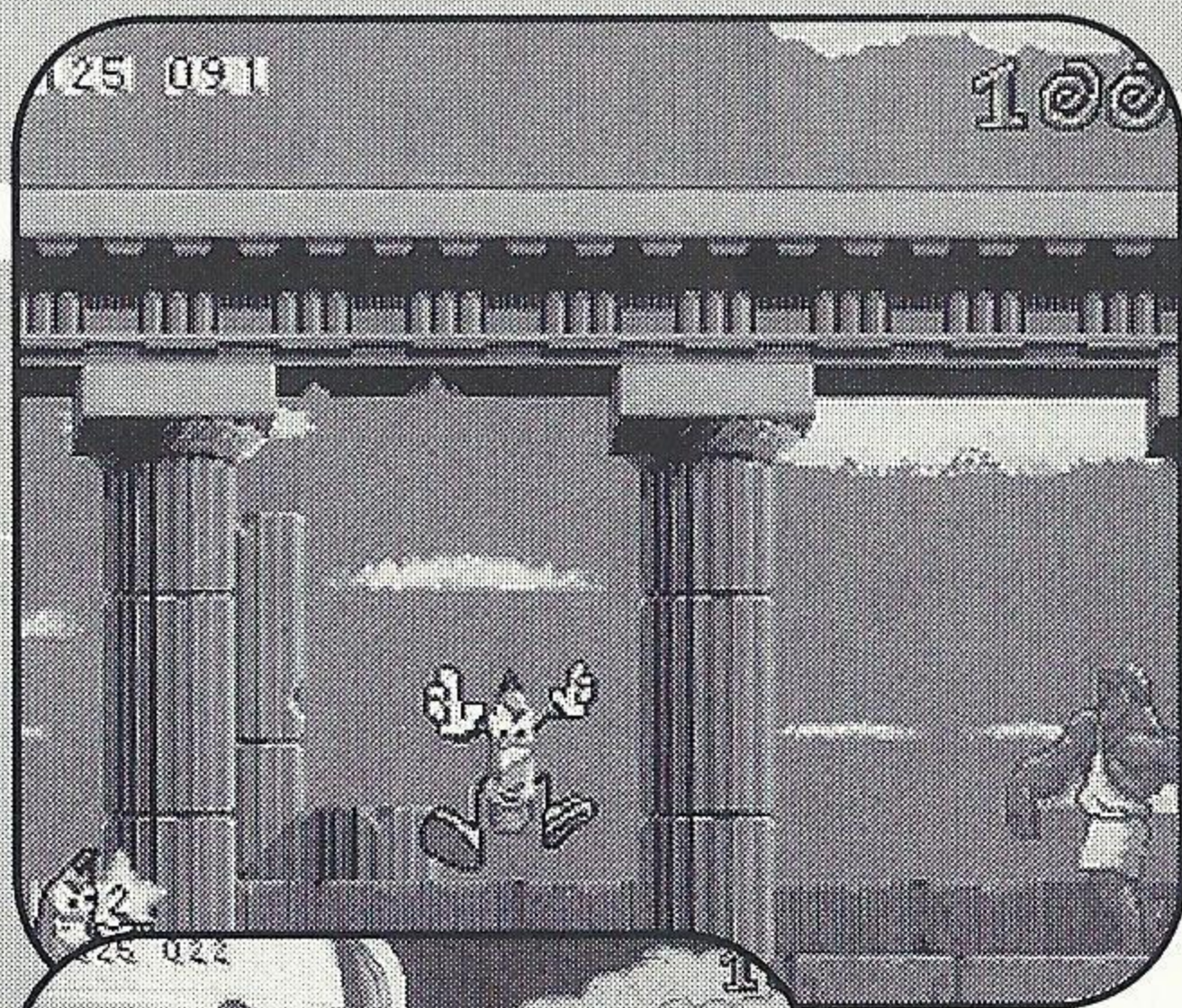


Minotaur Maze:

Woody's really done it this time. He's deep in a stone labyrinth and he doesn't know the way out. To escape, he'll have to fight off mythological beasts, such as the Minotaur, Cyclops and Medusa. Watch out for the deadly mushrooms.

Mount Olympus

Woody reaches the top of the world as he leaps through the cloudy home of the gods, including the Flaming God, the Lightning God and the Sun God. Watch out for the lightning bolts as Woody soars through the sky, leaping from cloud to cloud.

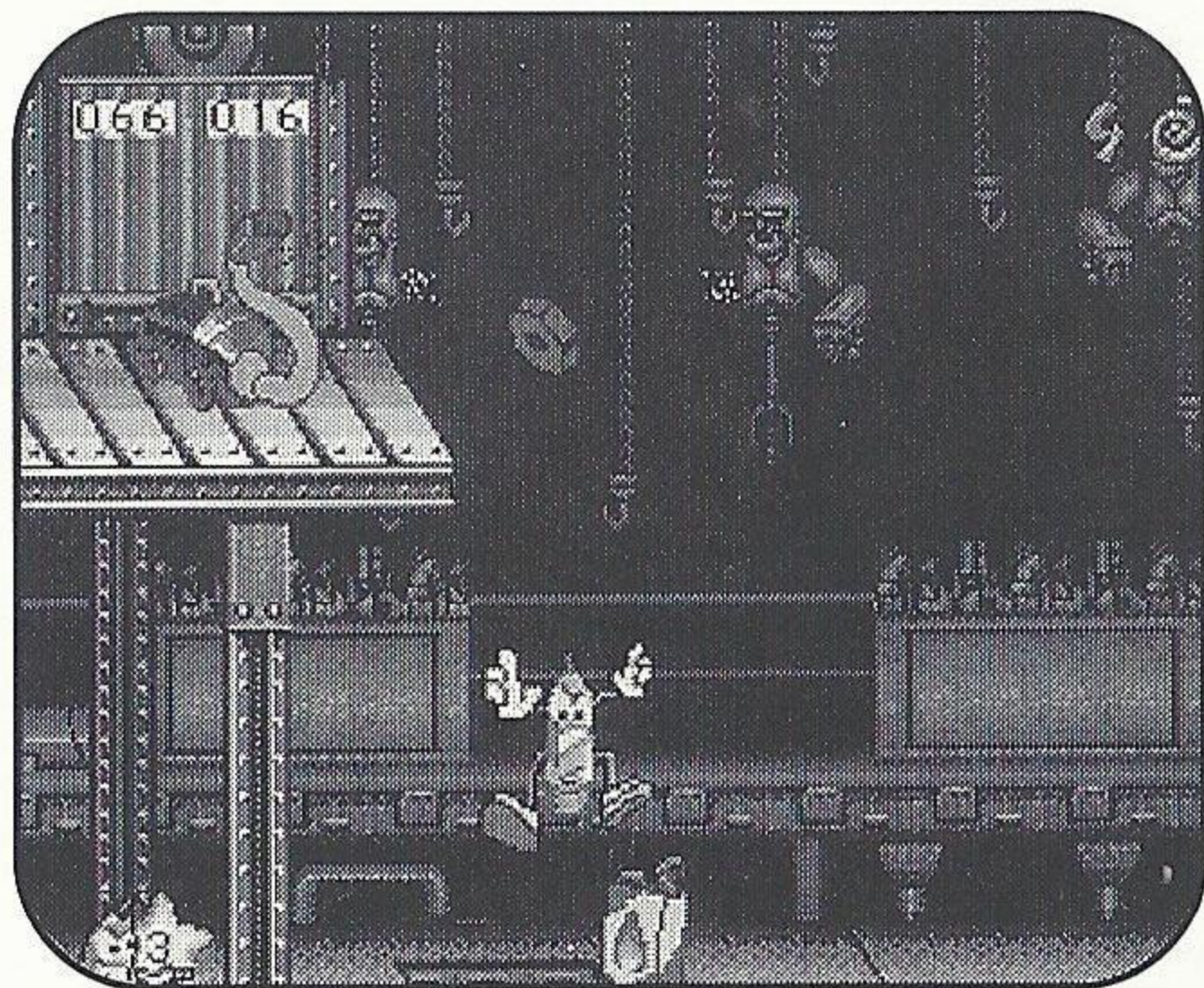


Boss: Gad Zeus



Mech World:

Totem: Labyrinth



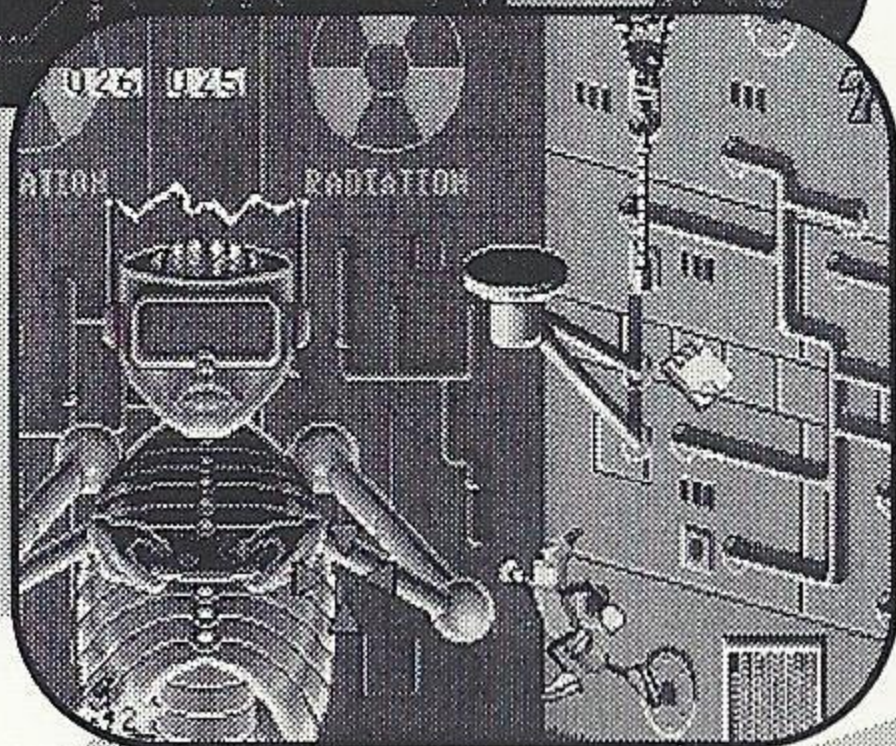
Industrial Rage

Here Woody is in the heart of the machine. Help him climb cables and jump on spinning rollers to get to the next level. Watch out for *ShopVak* - the nut shooting vacuum cleaner, *LocoLamp*, the chomping light fixture, *Flambe*, the hopping gas can and *RoboTop*, the spike shooting jackhammer.



Dark Power Plant

This factory is the source of synthetic evil, seen as glowing green glop. The emerald ooze damages Woody on contact so he'll have to tread through this act carefully.



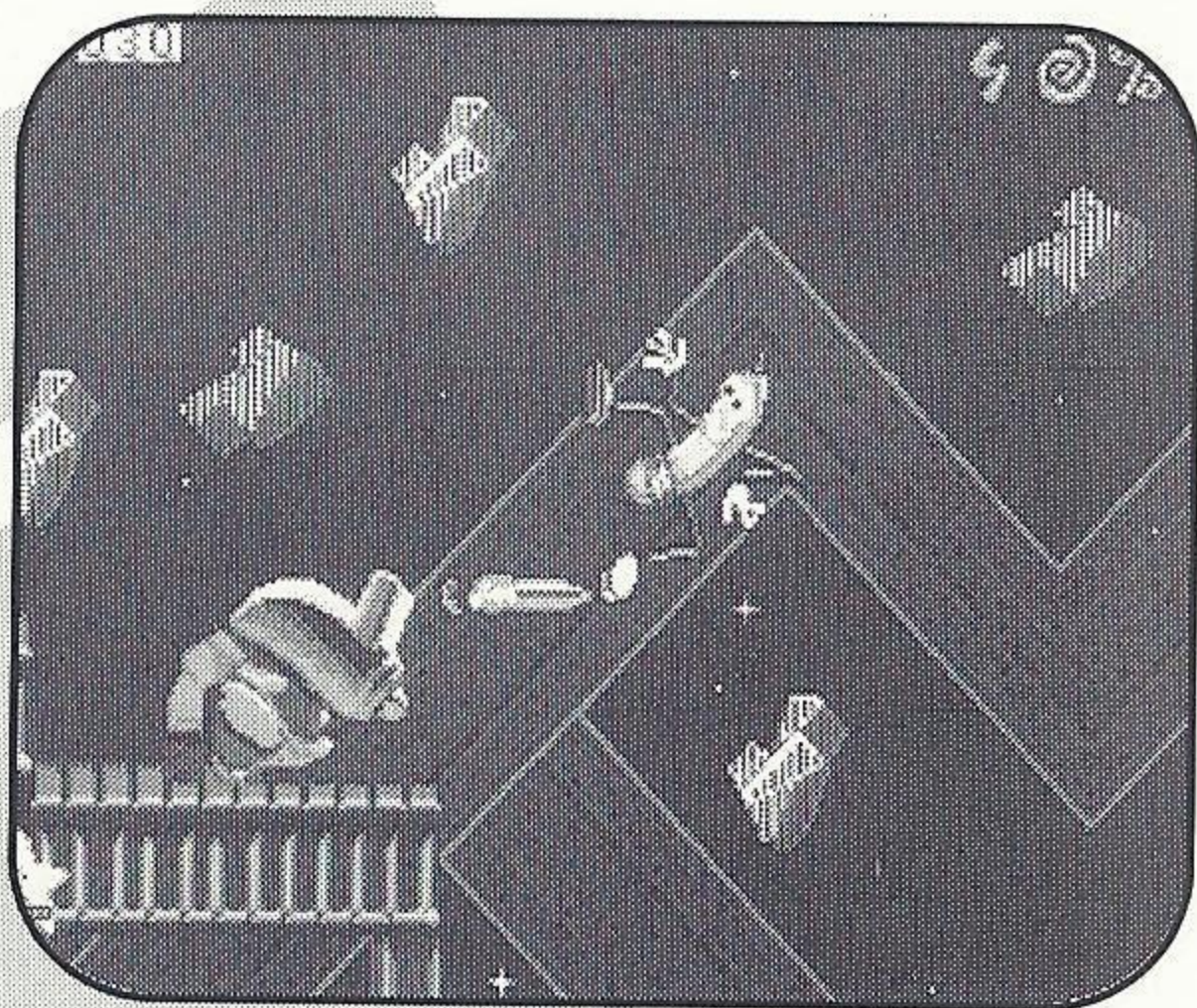
Boss: Meanie Technoweenie

Sci Fi World:

Totem: orbit

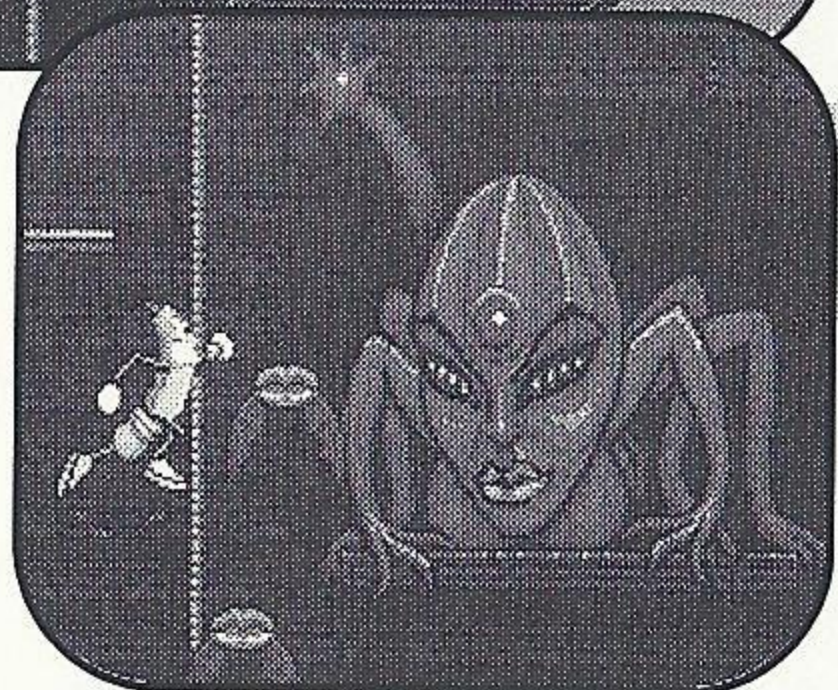
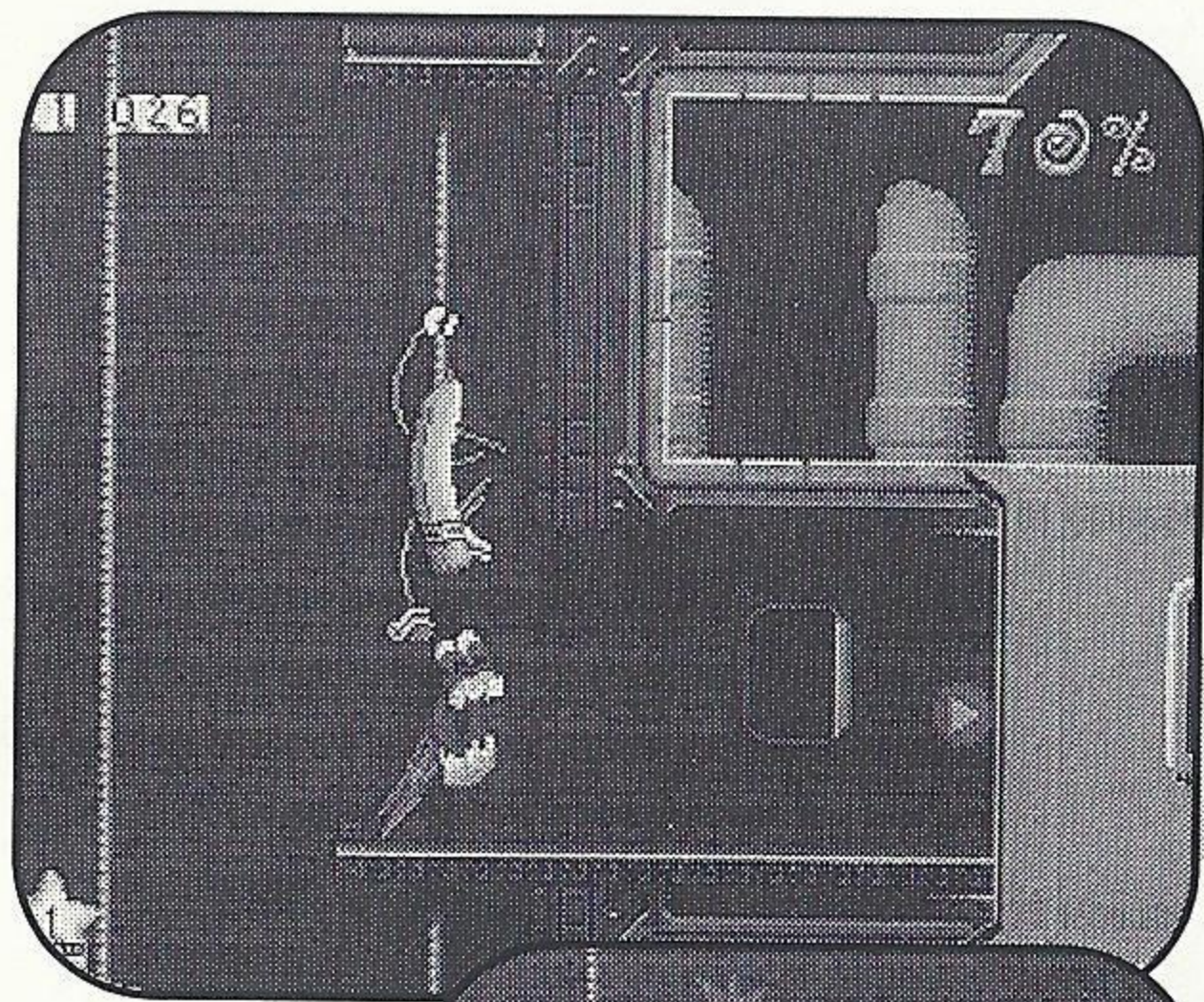
Alien Homeworld

This strange planet surface is bombarded by meteorites, making the surface a dangerous place. Woody must find his way up to the top of the alien tower, where he'll gain access to the next act. Watch out for: *Missile Head* – the rocket launching alien, *Sci Fi Flytrap* – the alien that jumps up from the ground, and *Alien Glider* – the flapping bat.



Infested

This space station orbits the Alien Homeworld. Woody has to overcome the alien hordes, including the elongating Space Ameoba, deadly Sentry Sphere and Scurrying Larvae, as he races inside and outside the space station.



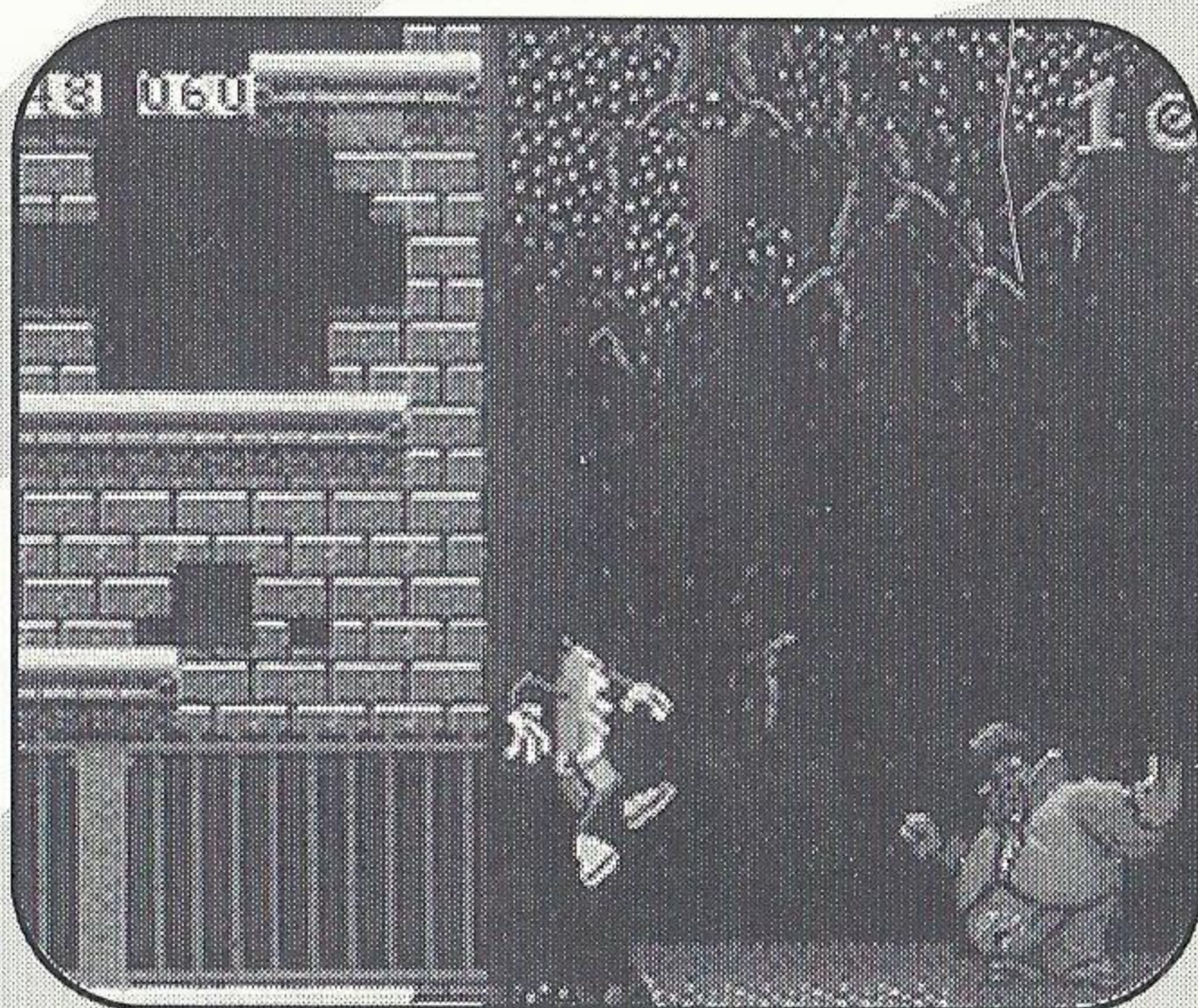
Boss: Alien Love Nest



Cemetery World: Totem: tombstone

Undertombs

Woody is dropped into a haunted graveyard filled with ghoulish monsters. Here he must work his way down into the depths of the earth, where he'll find such characters as Coco the Cruel Poodle, Helvis, and the Frooty Bat.

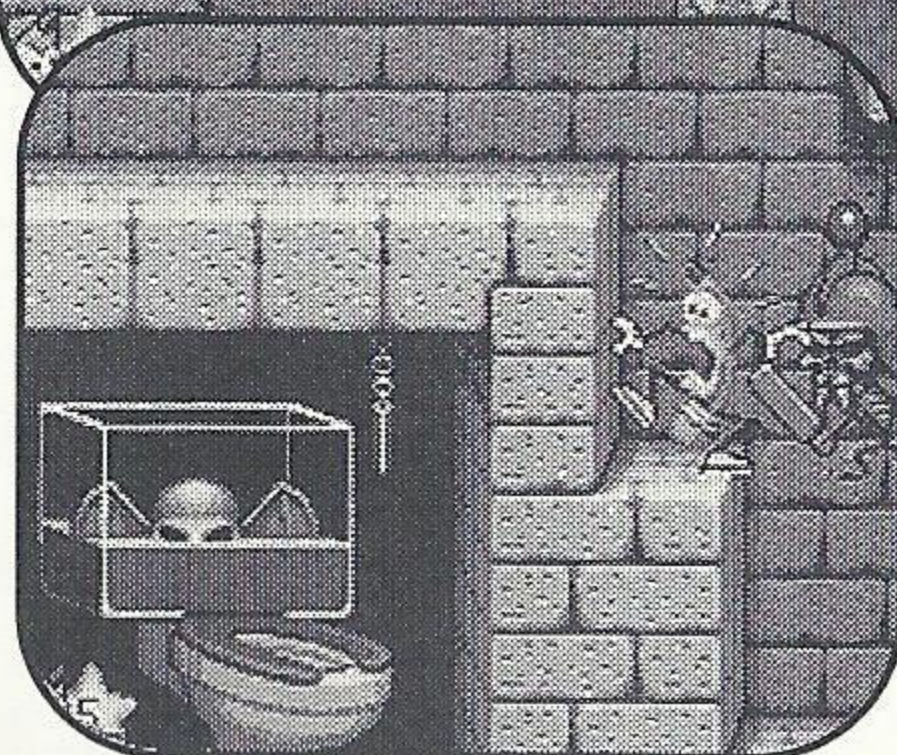


The Pit

Far below the surface is the enclave of ancient evil. Woody must overcome almost impossible odds to reach the end of this final act as he meets up with *MultiLimb Zombies*, and obnoxious *Energy Balls*.



Boss: Monkey Flush



Credits

Producer	Gordon Haberfelde
Project Management	Gordon Haberfelde, Chris Shen
Programming Management	Dan Hitchens, David Marshall
Art Management	John Broenen, Mimi Doggett
Production Assistant	Debbie Kramer
Game Design	Chris Shen and The Wild Woody Team
Boss Level Design	Bruce Krueger
Bonus Level Design and Programming	Doug Lanford
Marketing	John Garner
Marketing Assistant	Clint Dyer
Documentation and Packaging	Lorene Goble, Eric Smith
Manual	Hillary Clayson Loeb, Kathy Garfield
Programmers	Daniel Deremiah, Dan Hitchens, Peter Koning, Rob Lamb, Doug Lanford, Dave Marshall, Martin Power, Rex Sabio, Jean Yu
Artists	
World Art/Design	Russell Barba, John Broenen, Mimi Doggett, Bruce Krueger
3D Art Lead	Clifford Lau
3D Artists	Jon Bell, Clifford Lau, Mike Mangano, Joel Mariano
Motion Capture Actor	Donald Hom



Credits

2D Animation	John Broenen, Scott Burroughs, James Guilford, Bruce Krueger, Marty Murphy, Ken Richardson, Jeremiah Sears
2D Artists	Matt Crane, Kristin Mallory
Titles	Mimi Doggett, Dick Homes
Music & Sound	Composed and Produced by Ron Thal Ron Thal's debut album to be released by Shrapnel Records. (c) 1995 Varney Metal Music & Shrapnel Records, Inc.
Executive Music Producer	Spencer Nilsen
Engineered Mixed and Mastered	Dave Young, Ron Thal and Spencer Nilsen at SEGA Music Group, San Fransisco
Sound Foley Effects	Barry Blum, Dave Young
Gameplay Effects	Brian Coburn, Mark Miller
Voice Talent	Low Man - Jeff Farber, Woody - Joe Kerska Misc. Voices - Bruce Robertson Answering Machine - Debbie Rogers
Lead Tester	Joe Cain
Assistant Lead	Blair Bullock, David Dodge, Scott Morris, Tim Turner
Testers	Mike Benton, Sako Bezdjian, Joel Breton, Doug Griffiths, Mathew Ironside, Leslie Kristoffer, Lester Neil, Ryan Musser, Abe Navarro, Robert Owen, Matt Prescott, Steve Rapp, Jon Ries, Scott Snyder, Gregg Vogt, David Wood
SPECIAL THANKS TO	Mark Decker, Doug Eidsmore, Mike Latham, Tony Van, Shinya Yarimizo

Notes

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- Summon the power of the Elemental Armor to unleash furious cyclones, rain lava from the sky, ignite lightning storms and conjure up flaming dragons.
- Scorch enemies into crystals and then collect them to buy power-ups: Shields, Bombs, Elixirs and Mystic Orbs.



- Keep time with the frenzied attack with a hard-driving, heart-pumping rock soundtrack!



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