



INSTRUCTION MANUAL

DAVE
BEFORE
Christmas

SUNSOFT

MEGA DRIVE

SEGA

This game is licensed by
Sega Enterprises Ltd.
for play on the
SEGA MEGA DRIVE™ SYSTEM

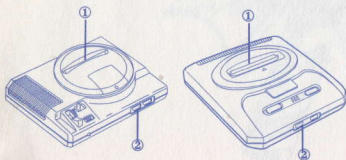
Starting Up

1. Set up your Sega Mega Drive System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power is off. Then insert the Sega cartridge into the console.
3. Turn the power on. In a few moments, the Title screen appears.
4. If the Title screen doesn't appear, turn the power off. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power on again.

Important: Always make sure that the Console is turned off when inserting or removing your Mega Drive Cartridge.

Note: This game is for one player only.

- 1 Sega Cartridge
- 2 Control Pad 1



Handling this Cartridge

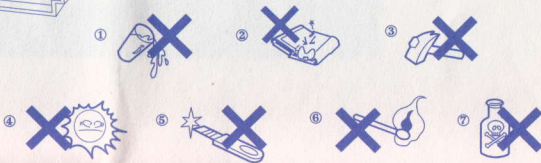
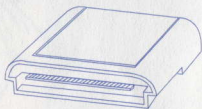
This Cartridge is intended exclusively for the Sega Mega Drive System.

For Proper Usage

- ① Do not immerse in water!
- ② Do not bend!
- ③ Do not subject to any violent impact!
- ④ Do not expose to direct sunlight!
- ⑤ Do not damage or disfigure!
- ⑥ Do not place near any high temperature source!
- ⑦ Do not expose to thinner, benzine, etc.!

- When wet, dry completely before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its case.
- Be sure to take an occasional recess during extended play.

WARNING: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.



EPILEPSY WARNING

PLEASE READ BEFORE USING THIS VIDEO GAME SYSTEM OR ALLOWING YOUR CHILDREN TO USE IT. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions to take during use

- * Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- * Preferably play the game on a small television screen.
- * Avoid playing if you are tired or have not had much sleep.
- * Make sure that the room in which you are playing is well lit.
- * Rest for at least 10 to 15 minutes per hour while playing a video game.

TABLE OF CONTENTS



'Twas the Daze before Christmas	3
Getting Started	4
Using the Control Pad	5
How Will Santa Save Christmas Day?	6
Game Play Screen	7
Pick-Ups	8
Limited Warranty	9



TWAS THE DAY BEFORE CHRISTMAS...

'Twas the days before Christmas and while Santa slept
in his house, An evil plot was brewing, created by Louse
the Mouse.

A motley crew of creatures took part in the twisted plan,
including Mr. Weather, The Mouse and the Evil Snowman.

All across the wide world his elves were hard-working,
Operating special machines made just for toy-making.

When the cold Evil Snowman scared all the elves away,
The TimeKeeper stole parts from machines that same day.

But for the vicious Mouse this wasn't enough.
"I'll show them, I'm gonna play rough!"



He stole the kids' presents, and cursed them with a spell.
That's when Santa woke up, sensing all was not well.

All the elves are gone and Christmas draws near
But there's much worse than that to fear!

Give Santa the potion to drink and he'll change
He'll become "Anti-Claus" on a rampage of rage!

He'll break the toys, he'll ignore his good work,
Could it be Santa is just a fat jerk?

You must help Santa find his way,
Fix all the toys, and take off in his sleigh.

Through 24 levels you'll put up a fight
Can you help save Christmas? Let's find out tonight!

HOW TO START THE GAME

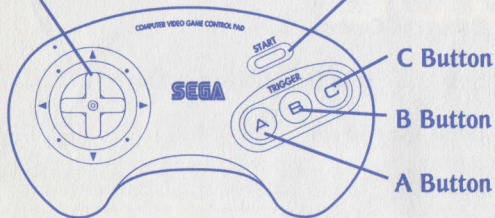
Insert the Daze Before Christmas game cartridge, then turn the system ON. At the title screen press left or right to select one-, two-players or Options.

In the Options screen you can turn music on or off, test music and sound effects, set the difficulty level, enter passwords or change the control pad configuration.



USING THE CONTROL PAD

Directional
Pad



Start

C Button

B Button

A Button

Directional Up: Climb poles/Look Up

Directional Down: Duck/Look Down

Directional Left/Right: Walk left or right

A Button: Throw magic dust when Santa/Swing bag when Anti-Claus

B Button: Jump

B then B again: Stomp on enemies

C Button: Throw magic dust when Santa/Swing bag when Anti-Claus


Start: Pause game

HOW WILL SANTA SAVE CHRISTMAS DAY?

Will the children of the world be disappointed on Christmas morning? Not if Santa can help it. He has 4 lives and unlimited continues to find all the presents and deliver them to homes everywhere. To find the presents, Santa must defeat enemies and possessed toys. He can do this by throwing magic dust and stomping on them. Once defeated, the enemy or toy will turn into a present wrapped in blue paper. There are other presents that Santa will find that are wrapped in red and gold. Some of these presents contain goodies for Santa like 1-ups, bells that act as checkpoints and hats for his health

meter. They might contain a missing elf but be careful! There also may be a bomb or a bad guy waiting to be released.

You may think that someone as kind as Santa should have no problem in saving the day. You'll soon find out that the good-natured man is sometimes on the naughty list. When Santa takes the steaming cup of tea, he becomes Anti-Claus. Instead of throwing dust to defeat enemies, he swings his bag at them, smashing them and any presents in his reach. Don't worry, the tea will wear off and he can continue collecting presents.



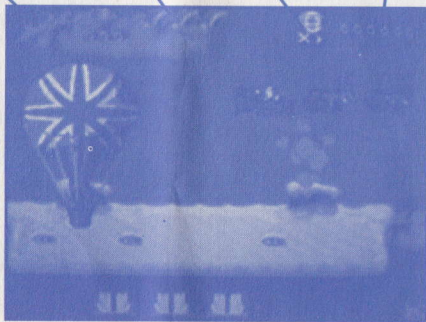
Bells act as checkpoints for Santa to return to when he loses a life. Giant gold stars indicate the end of the level. Bonus points are given for all the good presents Santa has collected. At the end of each section, Santa's bag becomes so heavy that he must deliver some of the presents to lighten the load. He hops in the sleigh and orders the reindeer to take to the air. In the flying levels, you must manoeuvre the sleigh and drop presents down chimneys while avoiding structures.

Will Christmas morning be a happy day or one greeted with shock and dismay? It's all up to you!



THE GAME SCREEN

No. of presents Health No. of lives Points



PICK-UPS



Hat - Health



Blue Presents - Points



Face - Extra man



Tea - Change to Anti-Claus



Lightning Bolt - Throw fire



SUNSOFT LIMITED WARRANTY

90 DAY LIMITED WARRANTY Sega Mega-Drive Cartridge

Sun Electronics Corporation, Europe (<<SUNSOFT>>) warrants to the original consumer purchaser that the Sega Mega Drive Cartridge (<<Cartridge>>) shall be free from defects in material and workmanship for the period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day limited warranty period, SUNSOFT will repair or replace the defective cartridge, at its option, free of charge. This undertaking will not apply to alleged defects in the software programme, which is provided "as is".

Cartridges returned must have a Returned Materials Authorization Number (<<RMA#>>) issued from SUNSOFT. To receive an RMA# call our service department at 0044-71-374-2766. The RMA# received from our service department must be included in the shipping address (see the EXAMPLE opposite).

To receive this warranty service call and receive a valid RMA#, return the cartridge postage prepaid, insured, and with proof of the date of purchase to:

9

SUN CORPORATION, Europe Office
Sunsoft Service Dept.
RMA# EXAMPLE

Moor House, 119, London Wall, London, EC2Y 5HX, U.K.

Cartridges returned without an RMA# will be returned to the sender, "as is". If you have any questions call our service department at 0044-71-374-2766.

Cartridges returned without proof of the date of purchase or after the 90-day limited warranty period will, at the option of SUNSOFT, be repaired at the service charge then in effect for our out-of-warranty repair. Call our service department at 0044-71-374-2766 for the amount of this charge. (Repair done after acceptance of the quotation.) Payments must be made by cheque or money order, payable to Sun Corporation, Europe Office.

This warranty shall not apply if the cartridge has been damaged by negligence, accident, abuse or modification subsequent to purchase. This warranty does not interfere with your statutory rights.



PASSWORDS

SUNSOFT™

ONLY FOR USE WITH PAL AND FRENCH SECAM MEGA DRIVE™ SYSTEMS.

SUN CORPORATION, 250 ASAHI, KOCHINO-CHO,
KONAN CITY, AICHI, 483, JAPAN.

Sunsoft™ is a trademark of Sun Corporation.
© 1994 Sun Corporation. All Rights Reserved.

Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada Nos.
1,183,276/1,082,351; Hong Kong No. 88-4302; Germany No. 2,609,826; Singapore No. 88-
155; U.K. No. 1,535,999; France No. 1,607,029; Japan Nos. 1,632,396.

SEGA and MEGA DRIVE are trademarks of Sega Enterprises Ltd.

FRANCE: SEGA