

Patents: U.S. No. 4,026,555; Canada No. 1,082,351; France No. 1,607,029; U.K. No. 1,535,999; Japan No. 1,632,396; Germany No. 2,609,826
 We use recycled paper.
 Wir verwenden Recyclingpapier.
 Nous utilisons du papier recyclé.
 Usiamo carta riciclata.
 Wij gebruiken kringlooppapier.
 Vi använder återrecyklat papper.
 Käytämme palautettua paperia.

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.

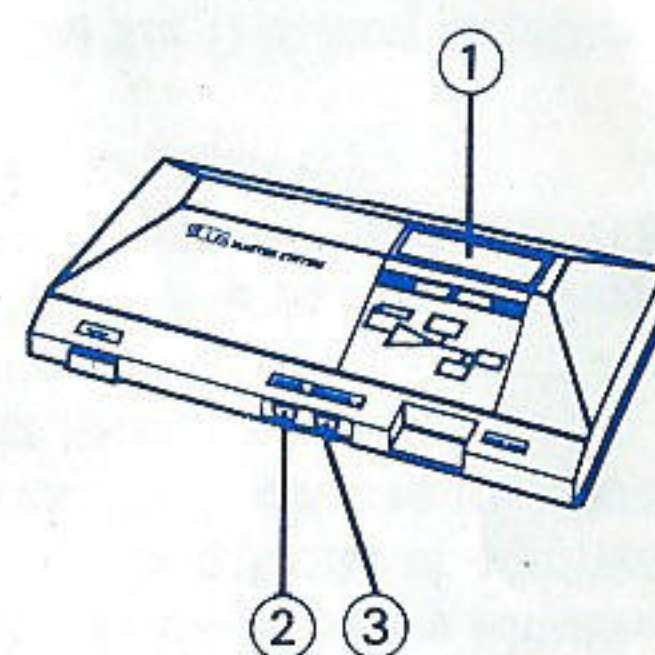
Starting Up

- Set up your Sega Master System or Master System II as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also.
- Make sure the power switch is OFF. Then insert the Sega cartridge into the Power Base.
- Turn the power switch ON. In a few moments, the Title screen appears.
- If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure that the power switch is turned OFF when inserting or removing your Cartridge.

Note: This game is for one or two players.

- Sega Cartridge
- Control Pad 1
- Control Pad 2



1

These Beans Need Your Help!

Dr. Robotnik, that malicious master mind of planet Mobius, is always coming up with new ways to menace the world and its inhabitants. Witness his latest plan — the Mean Bean-Steam Machine, which changes the jolly folk of Beanville into robot slaves that will help the deranged doctor rid Mobius of music and fun forever!

Robotnik's henchbots are rounding up all the unfortunate bean folk they can find and grouping them together in dark dungeons. Once four or more beans are put in a group, they are teleported to the Mean Bean Machine and a horrible fate!

Here's where you come in: You can group the bean folk and allow them to escape! However, there is only a short amount of time before the dungeon overfills and bursts open. To make things worse, the henchbots have noticed you, and are trying to find ways to short-circuit your plans for good!

It's a dungeon-to-dungeon battle between you and Robotnik's henchbot jailers! You must move quickly and set up strategies to bust each enemy's dungeon wide open. If you succeed, you'll be sent up the line to deal with the wlier henchbots, and eventually with that rotten Robotnik himself!

The beans are counting on you!



2

Take Control!

① Directional Button (D-Button)

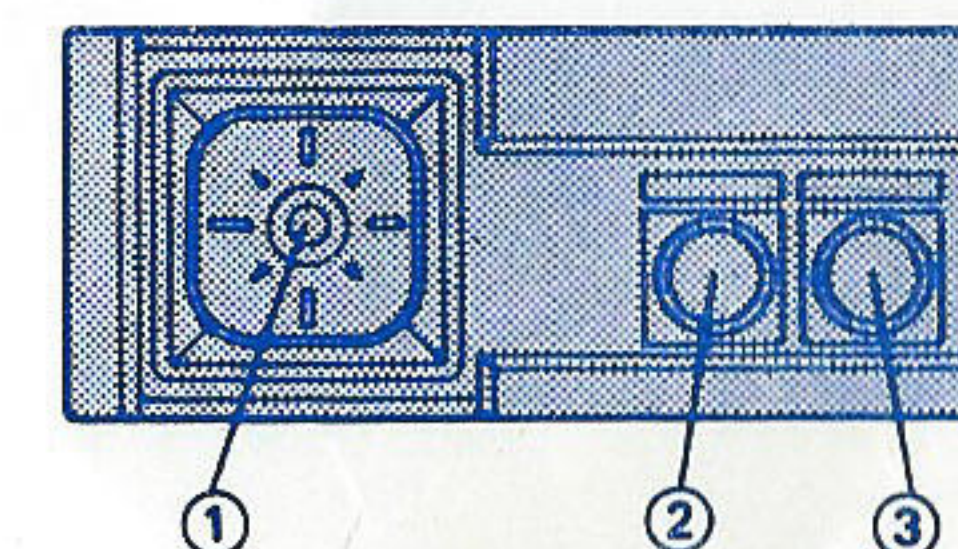
- Press to make selections in menu screens.
- Press left or right to move your beans around the game screen.
- Press down to speed up the descent of the beans.

② ③ Buttons 1 and 2

- Press to start the game.
- Press to choose items in menu screens.
- Press to arrange your beans on the game screen.

Pause Button (Master System Console)

- Press to pause the game; press again to resume play.



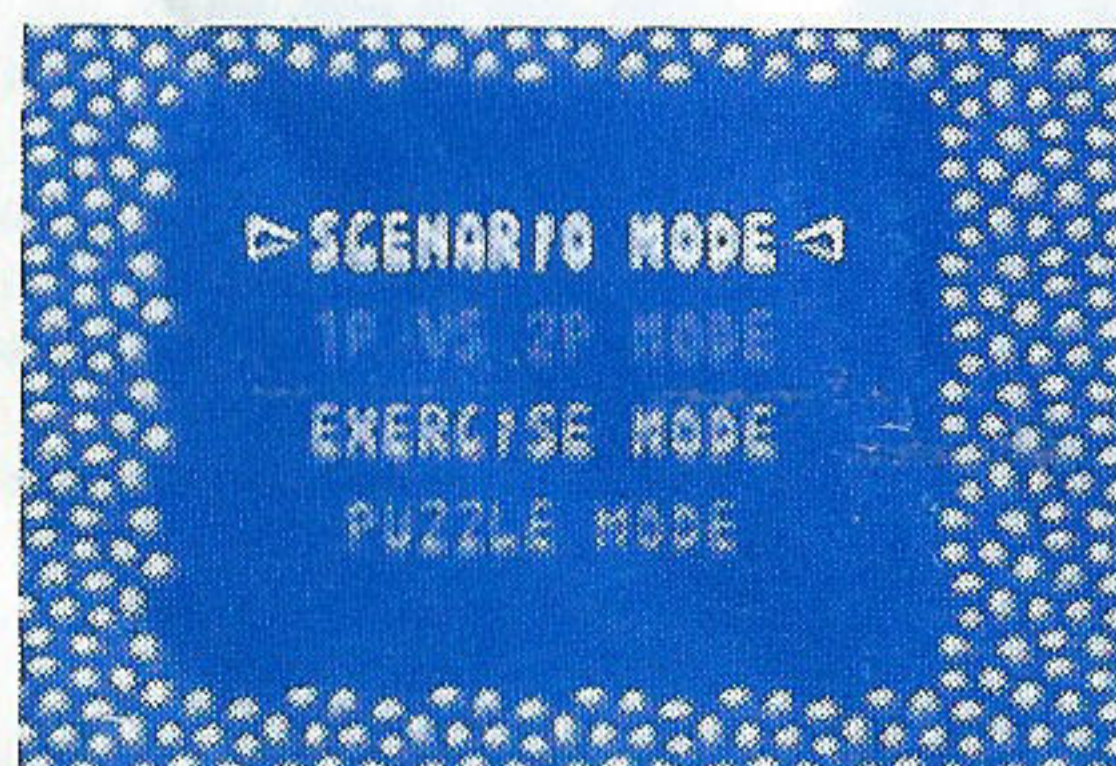
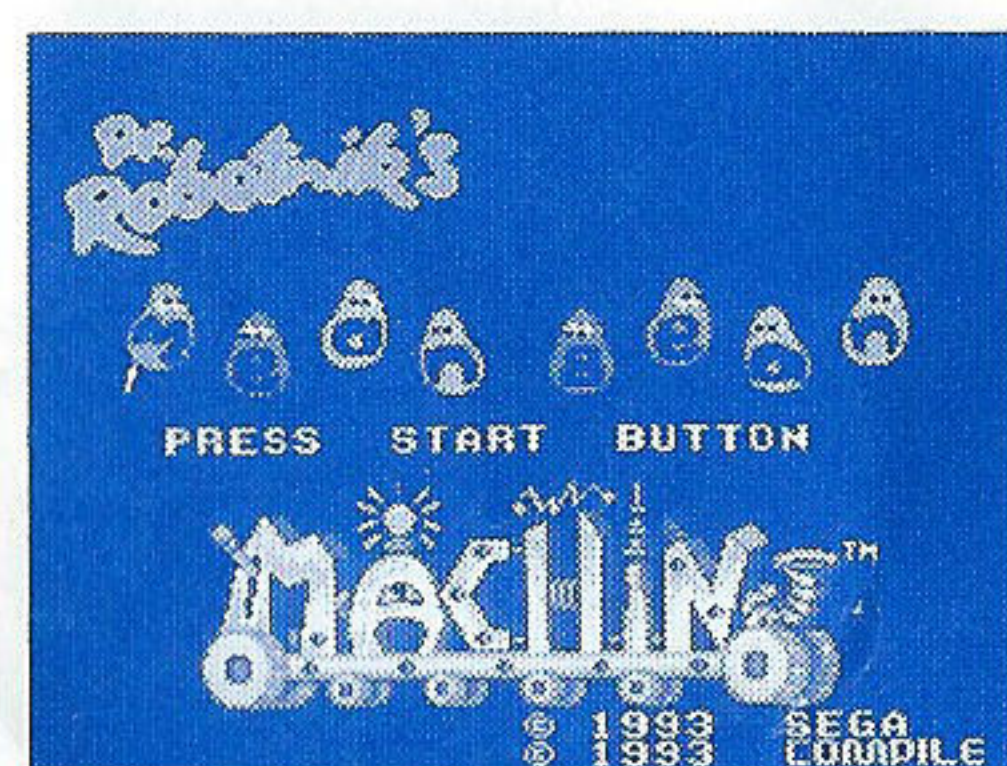
Getting Started

When the title screen appears, wait a few seconds to witness Dr. Robotnik's rantings and ravings, and check out the high score screens for the Exercise and Scenario modes. Press Button 1 or 2 at any time to bring back the title screen, and press again to get started.

A game menu appears with various modes of play to choose from.

Scenario Mode: Battle Robotnik's robot flunkies in order to save Beanville! 4

1P VS 2P Mode: Challenge a friend to a bean-battle! 5



3

Exercise Mode: It's just you against the timer! Practice your bean-grouping skills and go for the high score. 6

Puzzle Mode: Solve the puzzles the evil Dr. Robotnik uses to test the brain circuits of his henchbots. 7

Press the D-Button up or down until the mode you want is highlighted, then press Button 1 or 2.

In Scenario and Puzzle modes, you can either start your game at the first level or use a password to continue from a certain point. Use the D-Button to select NEW GAME or PASSWORD, and press Button 1 or 2 to begin.

Bean-steaming Basics

When the game begins, beans drop from the top of the dungeon in pairs. When two beans of the same color touch, they link. Make the beans disappear from the dungeon by linking up four or more beans of the same color...

- vertically, like this...
- horizontally, like this...
- or in clumps.

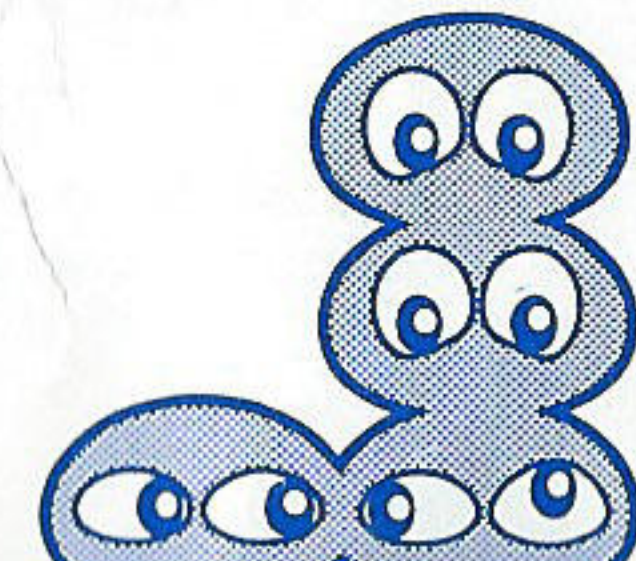
You can move a pair of beans around the dungeon by pressing the D-Button left or right. Rotate the beans by pressing Button 1 or 2. To speed up their descent, press the D-Button down.



①



③

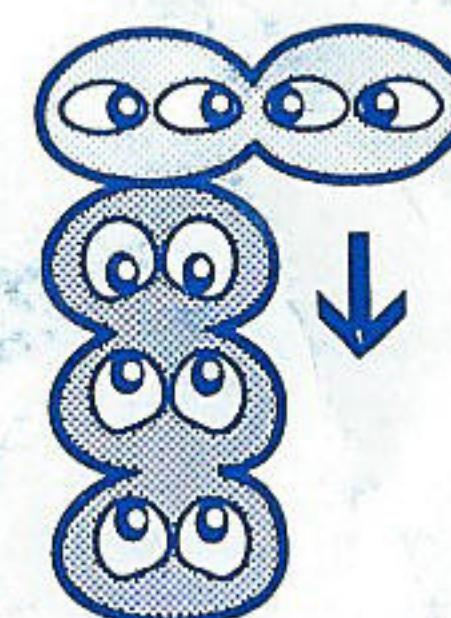


②



If you drop a pair of beans horizontally on an uneven surface, any bean left hanging will separate from the pair and drop to the lowest point. When a group of beans disappears, any beans left on top drop into the remaining space. Use this to create chain reactions for bonus points!

As you play, the beans drop faster and faster. The dungeon can only hold so many beans, and if they reach the top of the dungeon, the bottom drops out and you lose the game.



Refugees

You can block your opponent's moves by dropping refugee beans into his or her dungeon. Refugee beans don't come from Beanville, and can't be grouped with any clan — they can only leave the dungeon when neighboring beans are made to disappear. Call up refugee beans by making as many of your beans disappear as you can — preferably in chain reactions. The more beans you get rid of at one time, the more refugee beans get dumped into your rival's dungeon!

Check the top of your dungeon for a little advance warning of how many refugees are about to drop in, and where.

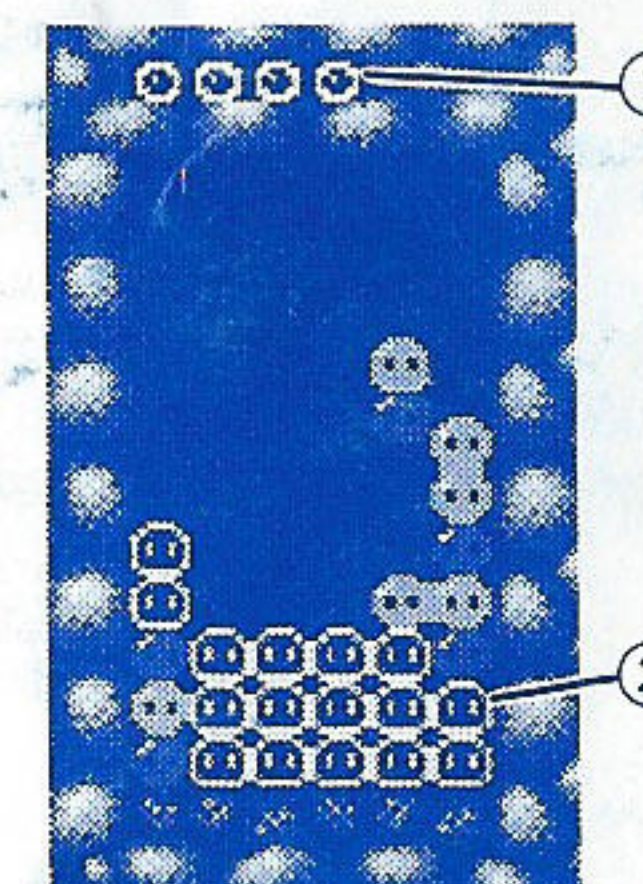
If you see...

- One small clear bean...
- One big clear bean...
- One big red bean...

Then

- one refugee drops in.
- six refugees drop in a row.
- thirty refugees drop in five rows, and you're in trouble!

- Refugees about to drop in
- Refugee beans



4

Scoring

- First pick up points by speeding up the descent rate of the beans falling into your dungeon.
- Then pick up bonus points when your beans vanish. Try for chain reactions — the bigger the chain reaction, the bigger the bonus.
- If you win a game within 120 seconds in Scenario Mode, you receive a special Time Bonus for each second remaining.

Scenario Mode

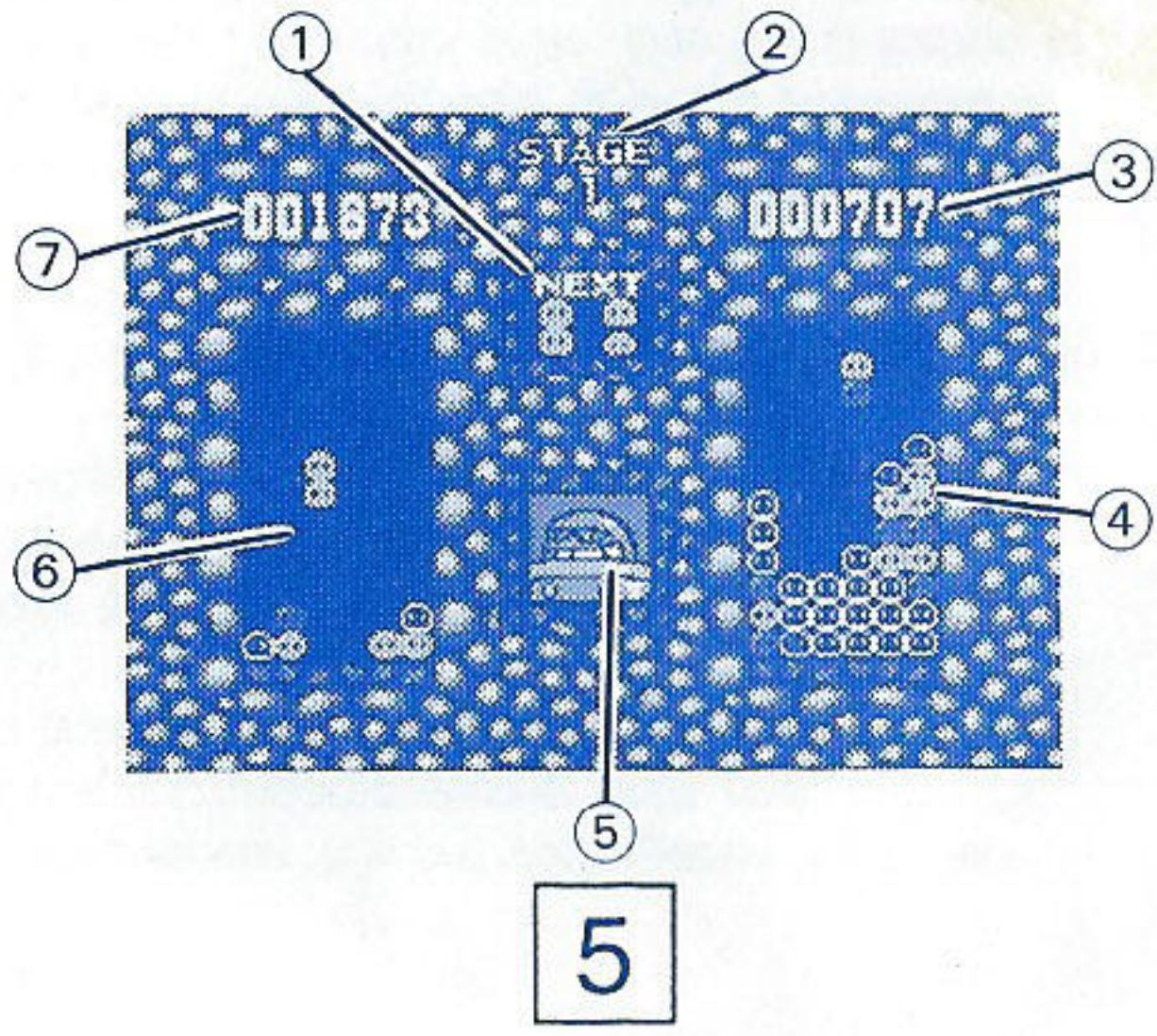
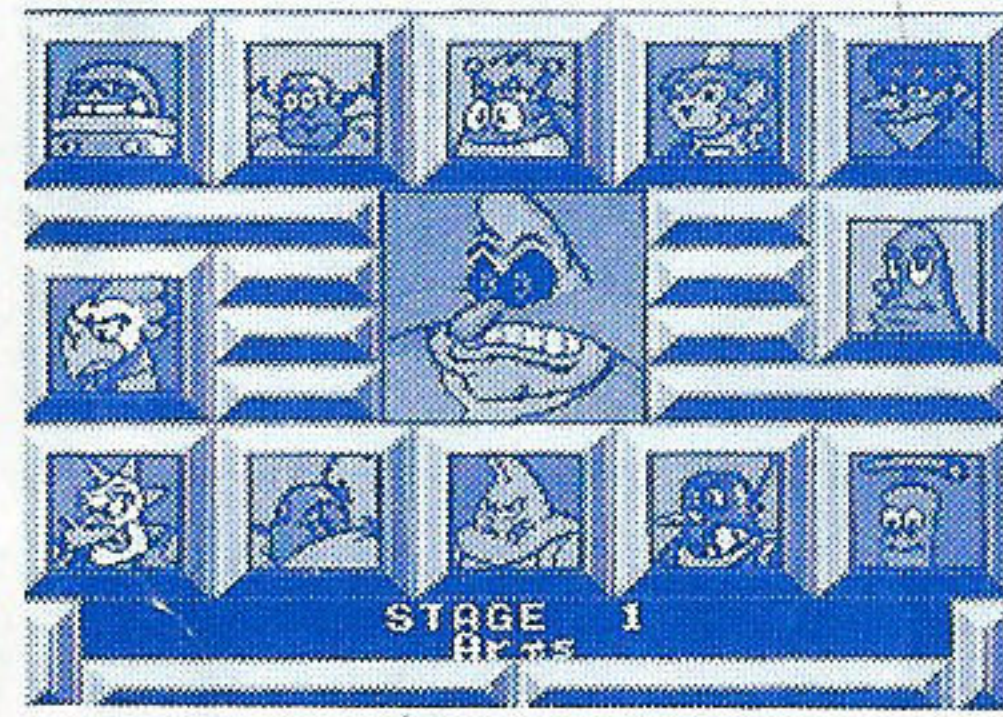
Here you'll match your wits against Dr. Robotnik's finest mechanical minds. With each new challenger you battle, the action gets faster and more mind-boggling until you take on the evil Dr. Robotnik himself!

First you have the choice of starting a new game or using a password to continue at a level started previously. Naturally you'll start a new game at first, so press Button 1 or 2 to get going.

Next you see your challengers. The henchbot you'll be playing is highlighted and his name shown at the bottom of the screen.

When the game screen appears, press Button 1 or 2 to begin the match. Keep an eye on your opponent's screen to see what chain reactions he may be setting up, and dump refugee beans into his dungeon to block them. You can gauge your progress by the look of your opponent's face in the center of the screen — for a robot he's not very good at hiding his expression!

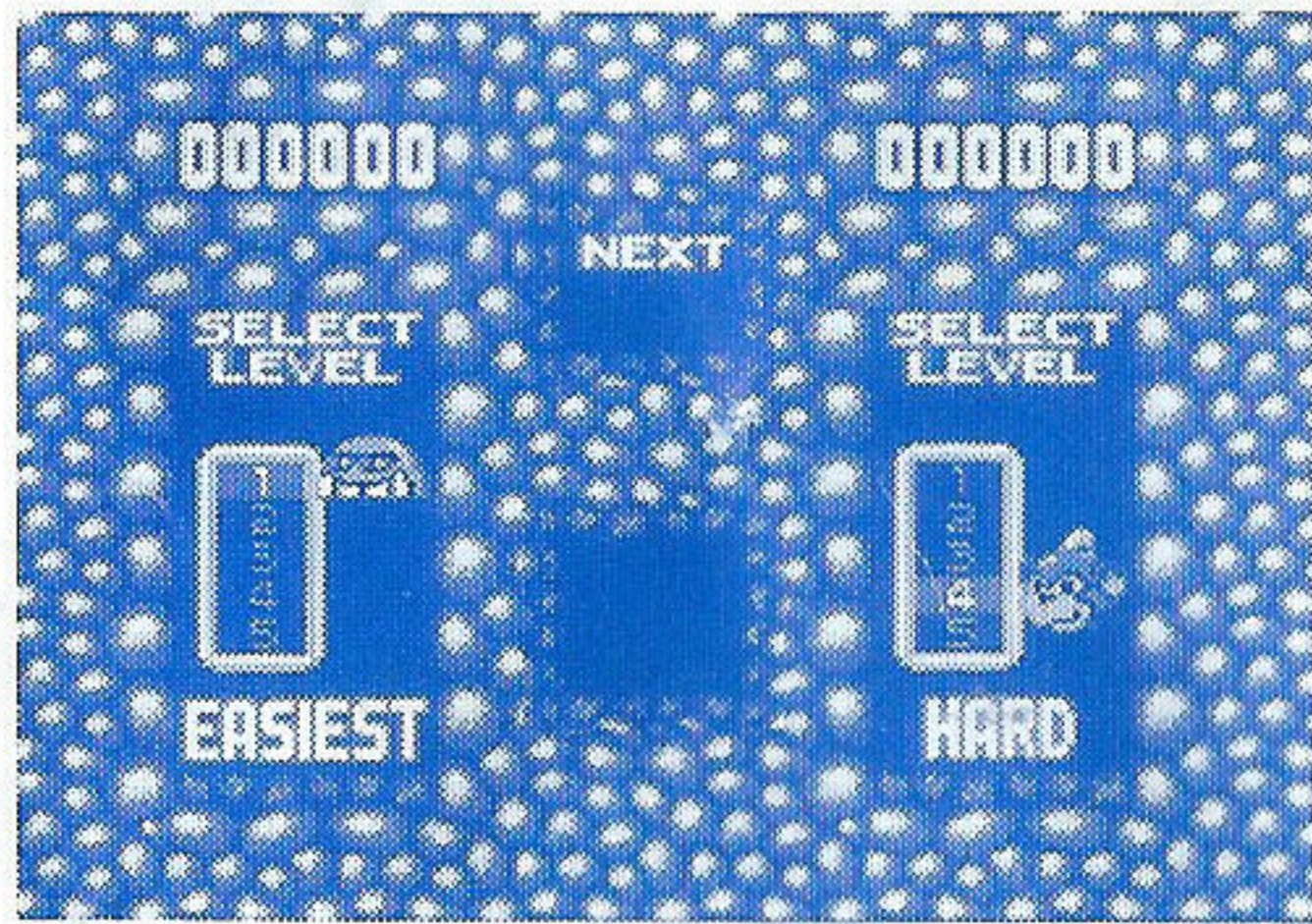
- ① The next pair of beans to drop into each dungeon
- ② Current level of the game
- ③ Your opponent's score
- ④ Your opponent's dungeon
- ⑤ Your opponent
- ⑥ Your dungeon
- ⑦ Your score



1P VS 2P Mode

You and a friend can challenge each other to a bean-steaming match of one or more games. You can even set up a handicap!

Player 1 selects "1P VS 2P Mode" from the Game Menu. When the game screen appears, each player can choose from five levels of difficulty (choosing a Hard or Hardest level adds refugee beans to the bottom of your dungeon). The game begins when both players have used the D-Button to select a difficulty level and pressed Button 1 or 2.

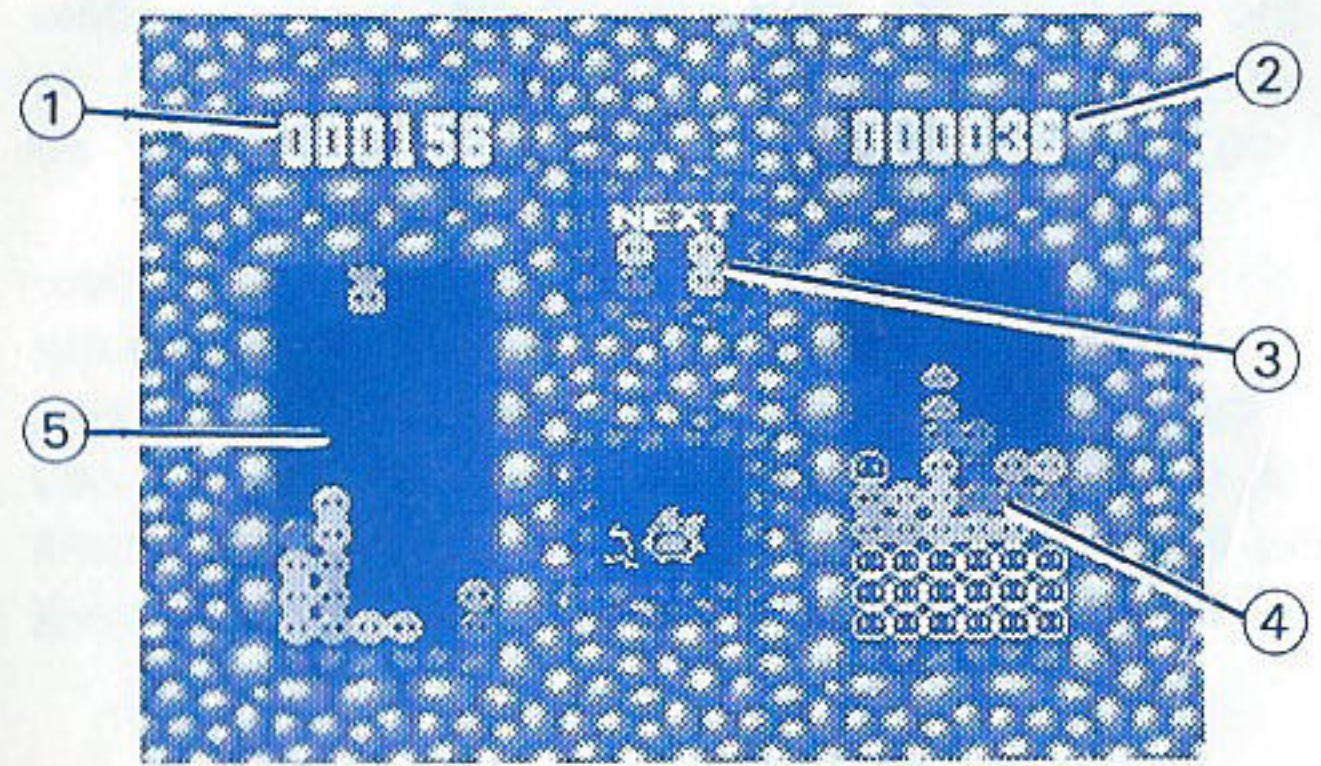


Player 1's dungeon is on the left side of the screen, and Player 2's on the right side. The rules are the same as in Scenario Mode — use chain reactions to dump refugee beans into your opponent's dungeon and block his or her moves. When the bottom drops out of either player's dungeon, the game ends.

Next a tally screen of wins and losses appears. The player who lost the match then presses Button 1 or 2 to bring up the Continue screen and choose whether or not to play another game.

When you return to the Difficulty Selection screen, each player's high score from the session to date is displayed.

- ① Player 1's score
- ② Player 2's score
- ③ The next pair of beans to drop into each dungeon
- ④ Player 2's dungeon
- ⑤ Player 1's dungeon

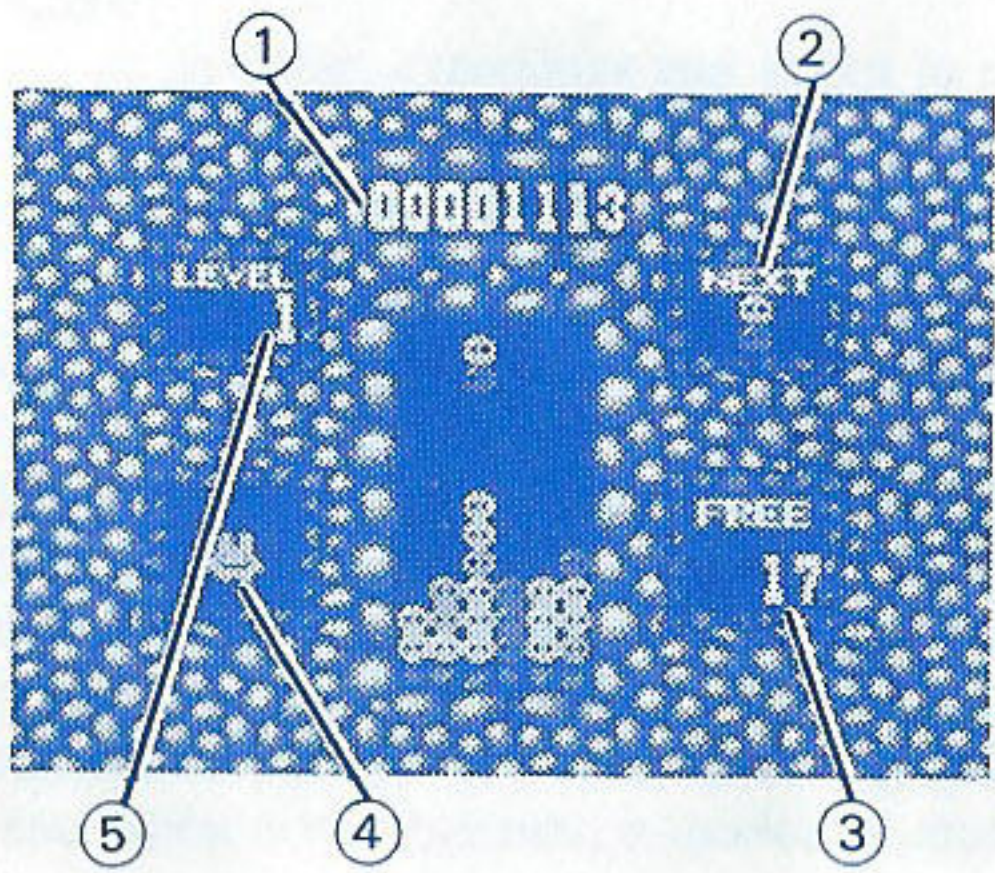


Exercise Mode

Need some practice? Select your skill level and press Button 1 or 2 to begin play. You have the choice of starting at Level 1 (Easy), Level 3 (Normal) or Level 5 (Hard).

As your score climbs, so does your level and the speed at which the beans drop. You won't have any refugee beans to worry about, as in the Scenario and 1P VS 2P modes, but the action will be fast enough to keep you hopping. And two guest characters appear just when your future starts looking bleak:

- ① Score
- ② Next pair of beans to drop into the dungeon
- ③ Number of beans freed so far
- ④ Has Bean cheers you on
- ⑤ Current level of play



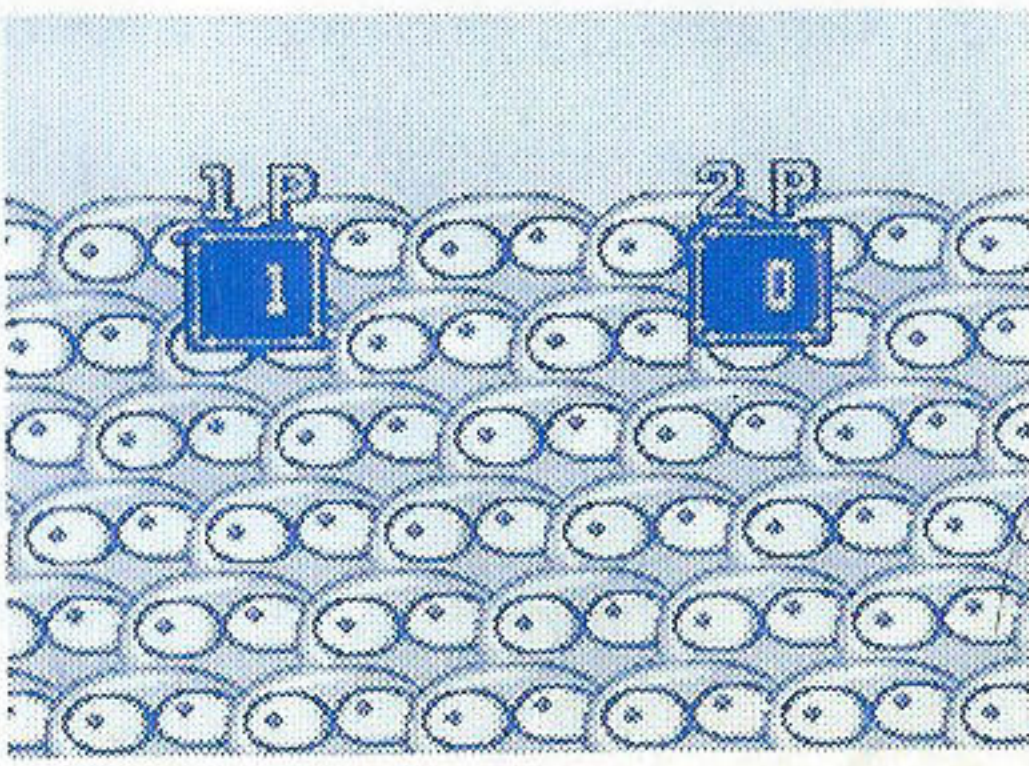
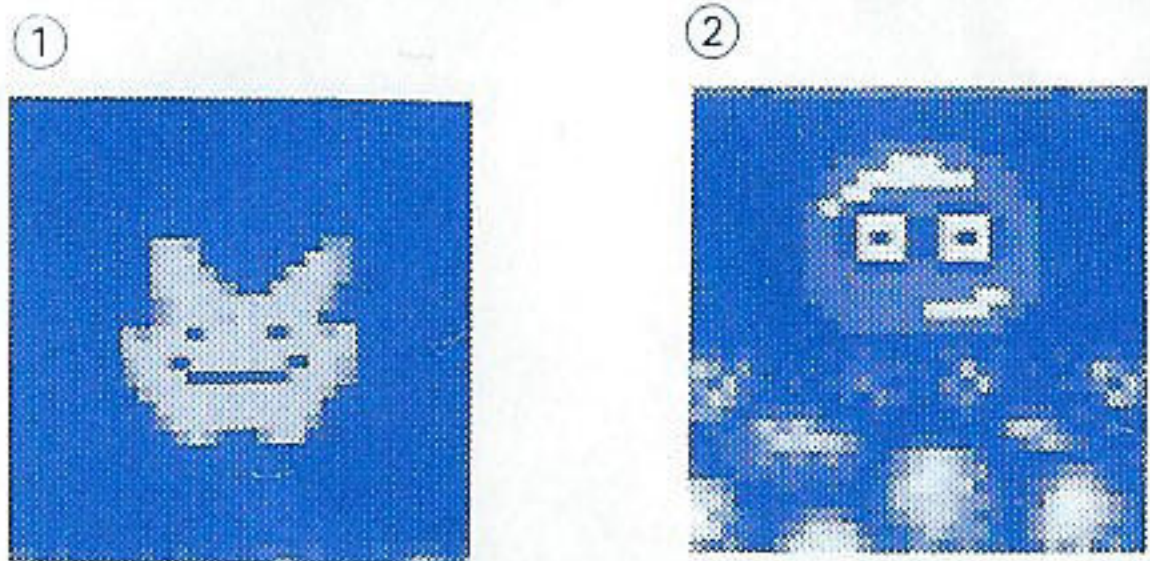
6

① **Has Bean** was one of the jolliest beans in Beanville until Dr. Robotnik converted him into a robot. However, Has Bean hasn't forgotten his friends. Although he prefers to clown around on the sidelines, once in a while he'll drop into the dungeon for a little walk. Any beans he walks over change to the same color and disappear.

② **Big Bean** is so big and heavy that any beans he lands on immediately vanish just to get out of his way. You'll usually find Big Bean lurking around the higher levels to give you and his buddies some help.

The game ends when the bottom drops out of your dungeon.

Hint Each time you go to a higher level of play, the descent rate of the beans suddenly becomes very fast. Don't panic! This is only temporary.



Puzzle Mode (or A Peek at Dr. Robotnik's Bean Machine Manual)

Looking for a new challenge? Interested in improving your bean-steaming skills? Sneak a peek at Dr. Robotnik's secret book of bean-steaming techniques — it's full of puzzles for you to solve.

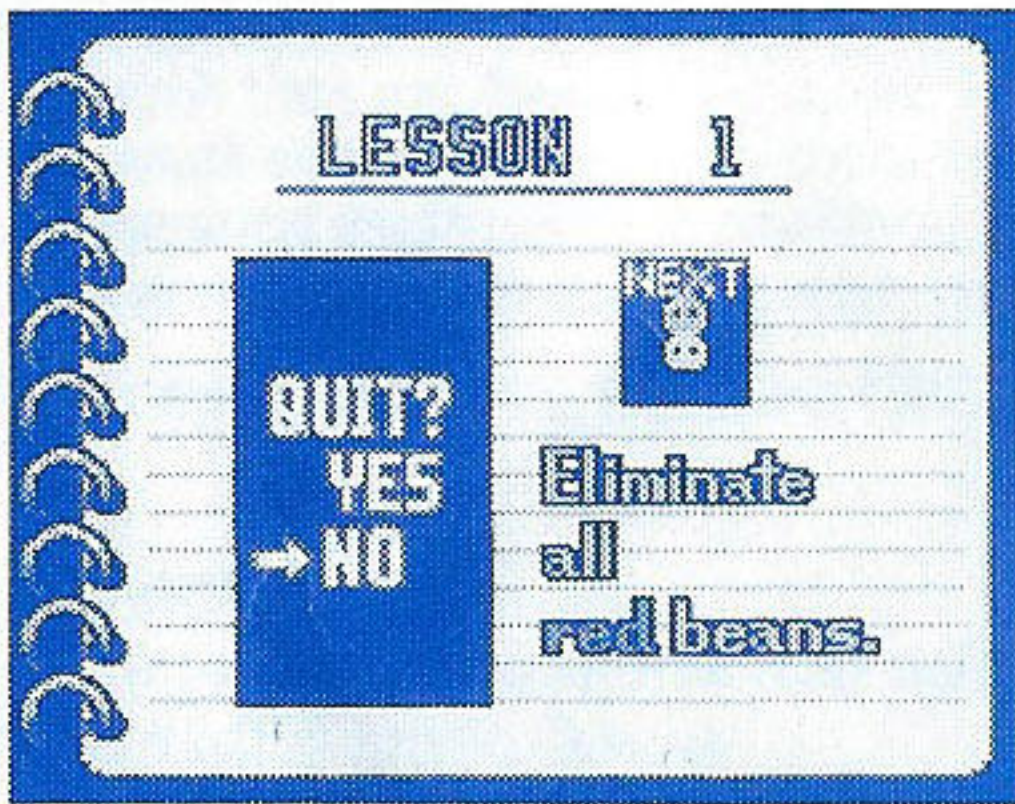
• Press Button 1 or 2 to open the manual to the first page, or select CONTINUE to skip to the lesson at which you left off. Press again to proceed.

• The *Bean Machine Manual* opens to your lesson. Read the instructions carefully (there's a test later) and press Button 1 or 2 to turn the page. Press again to begin play.

• Once you've solved the puzzle, the lesson ends and the page turns to reveal your password. Make sure you write it down before pressing Button 1 or 2 and going on to the next lesson.

Hint Before you start each lesson, look carefully at the way the beans are set up — you might be able to achieve your goal by dropping just one or two sets of beans!

If things don't seem to be going well, press the Pause Button. You'll be asked if you want to quit. If you want to stop the lesson, select YES. If you want to continue the lesson, select NO. Then press Button 1 or 2. Next, your password appears and you have the option of quitting Puzzle Mode or starting the lesson again. Make your choice with the D-Button, and press Button 1 or 2.



7

The Password

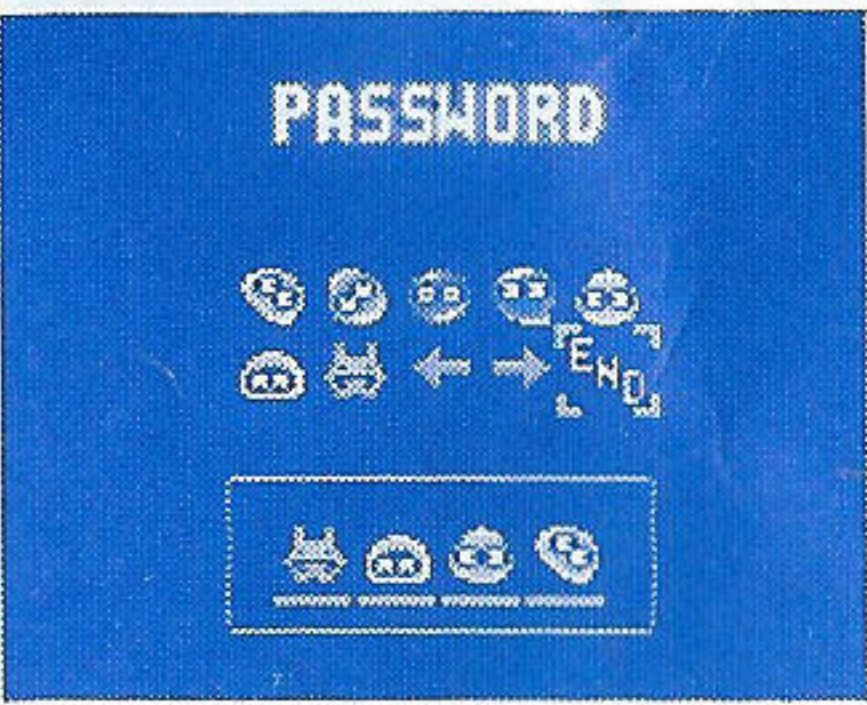
A password appears whenever you've won a match in Scenario Mode or completed a lesson in Puzzle Mode. You can use this password to begin play at that level later on.

• To enter a password, choose the mode you want to play, then select CONTINUE. The password screen appears.

• Use the D-Button to highlight the bean you want to fill the first space, then press Button 2 to go to the next.

• If you make a mistake, highlight the arrow that points left and press Button 2 to go back a space. Then select the correct bean.

When you're ready to enter your password, select END and press Button 2. If your password is incorrect, nothing happens. Check your notes and try again! If the password is correct, the game screen appears. To exit the password screen without entering a password, press Button 1.



The Bean-steaming Hall of Fame

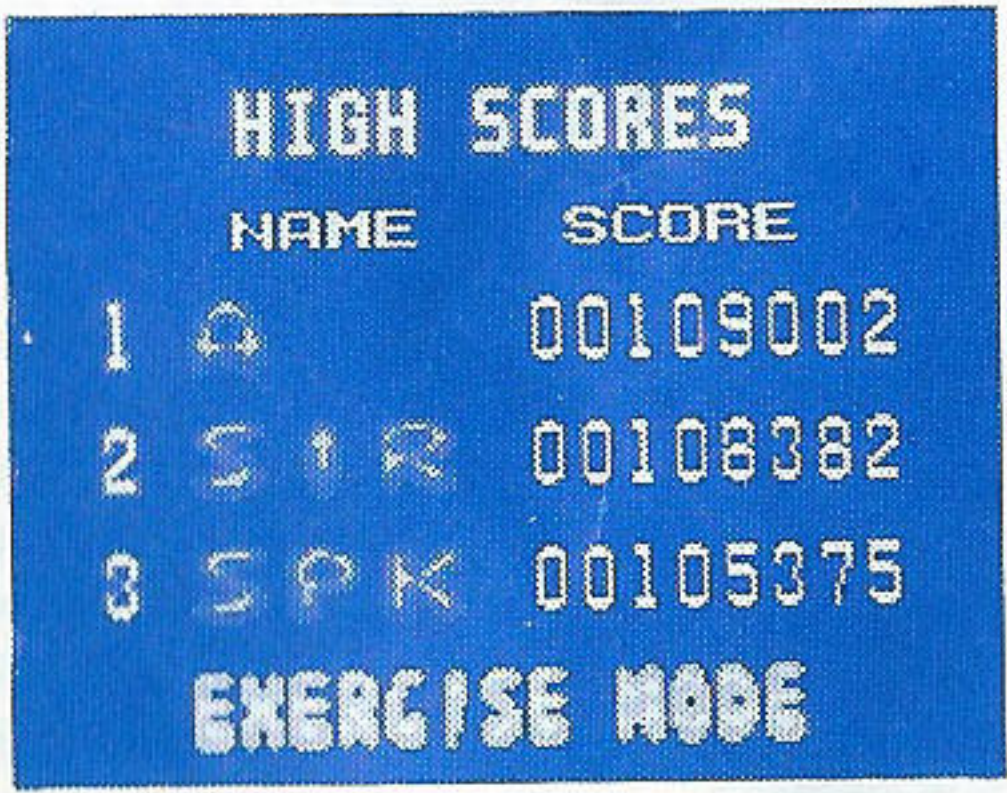
If you've achieved a higher score than Dr. Robotnik's henchbots, you'll be able to enter up to three initials on the screen that appears next.

• Press the D-Button up or down to scroll through the letters of the alphabet.

• Enter the desired letter and go on to the next space by pressing Button 2.

• If you made a mistake, press Button 1 to eliminate the character and go back to the previous space.

• Once you've entered your initials, press Button 2 until the High Score screen disappears.



8

Handling this Cartridge

This Cartridge is intended exclusively for the Sega 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.

